GURPS® Fourth Edition

MAGIC™

Spell Charts

These charts are a visual representation of the relationships between the hundreds of spells listed in ***GURPS Magic***. They not only reduce the work required to determine the prerequisites for a spell, but also reveal the underlying organization of the colleges. For each college, they show how far can one progress at each level of Magery; which spells are central, prerequisites for most of the other spells in the college; and how much overlap there is with other colleges. The simple, open format allows for further customization. Color the boxes to show which spells a mage knows and instantly see which ones he is eligible to learn.

This new vector graphics version is less than 10% the file size of the old edition; Also, all known errata to date have been corrected.

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Spell Prerequisite Charts
by MICHELLE BARRETT
Based on *GURPS Magic* by STEVE JACKSON and *GURPS Grimoire* by S. JOHN ROSS and DANIEL U. THIBAULT
Illustration by DOUGLAS SHULER

STEVE JACKSON GAMES®

Stock #82-0201

Version 2.0, February 15, 2006

Chart Key

Magery Requirement

No Magery Required

• Магичность 1

•• Магичность 2

••• Магичность 3

Spell Difficulty

Трудный

Очень трудный

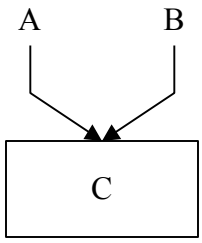
N+ — This specific prerequisite spell must be known at skill level N or higher.

xN — At least N variants of the prerequisite spell must be known.

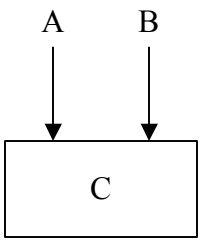
Prerequisites

Spell from other college

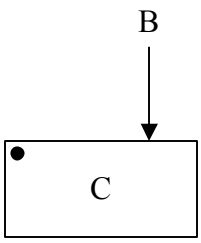
Non-spell prerequisite



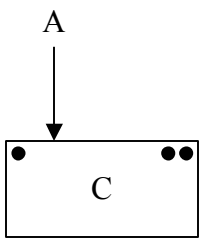
C requires A *and* B



C requires A *or* B



C requires Magery 1 *or* B



C requires Magery 2 *or* (Magery 1 *and* A)

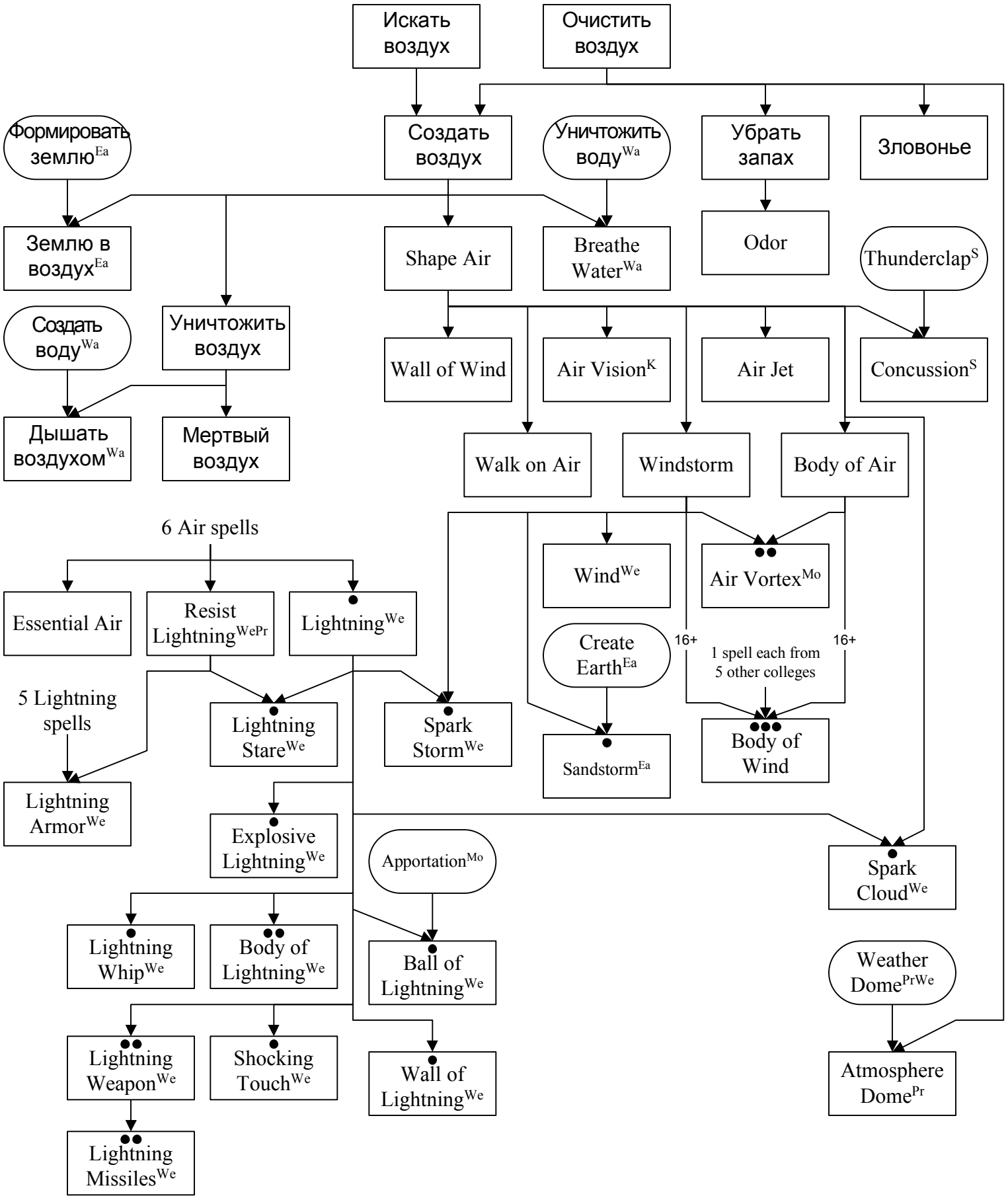
Обазначение Школы

Is an X spell

Is also an X spell

[Ai]Воздуха
[An]Животных
[B]Контроль тела
[C]Communication & Empathy
[Ea]Земли
[En]Зачарования
[Fi]Огня
[Fo]Еды
[G]Врат
[H]Здоровья
[I]Illusion & Creation
[K]Знаний
[L]Света
[Ma]Making & Breaking
[Me]Мета
[Mi]Mind Control
[Mo]Движения
[N]Некромантии
[Pl]Plant
[Pr]Защиты
[S]Звука
[T]Technological
[Wa]Воды
[We]Weather

Школа воздуха



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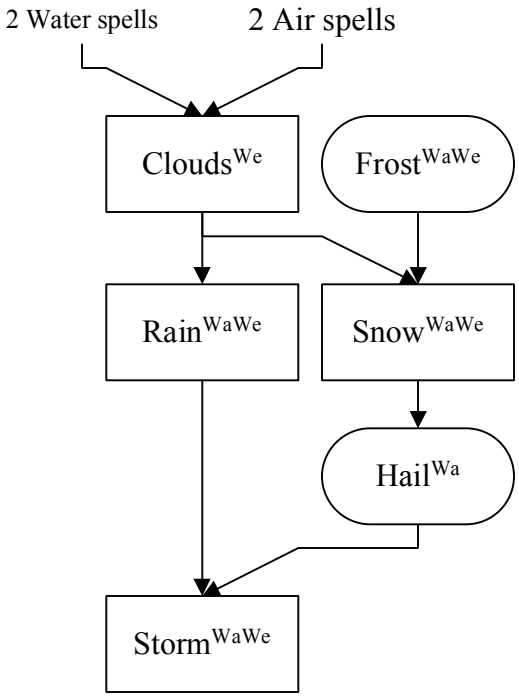
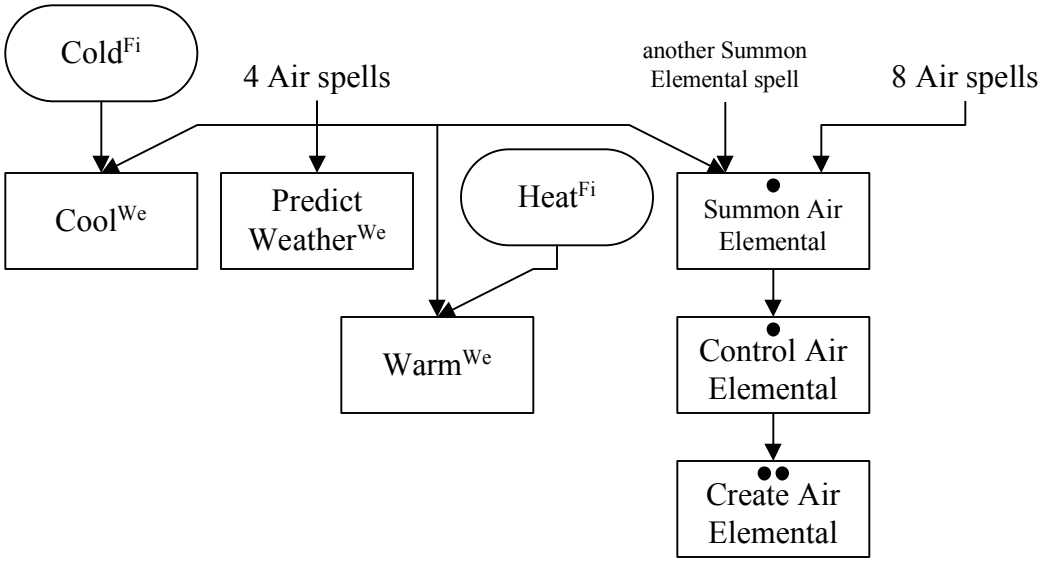
Air College





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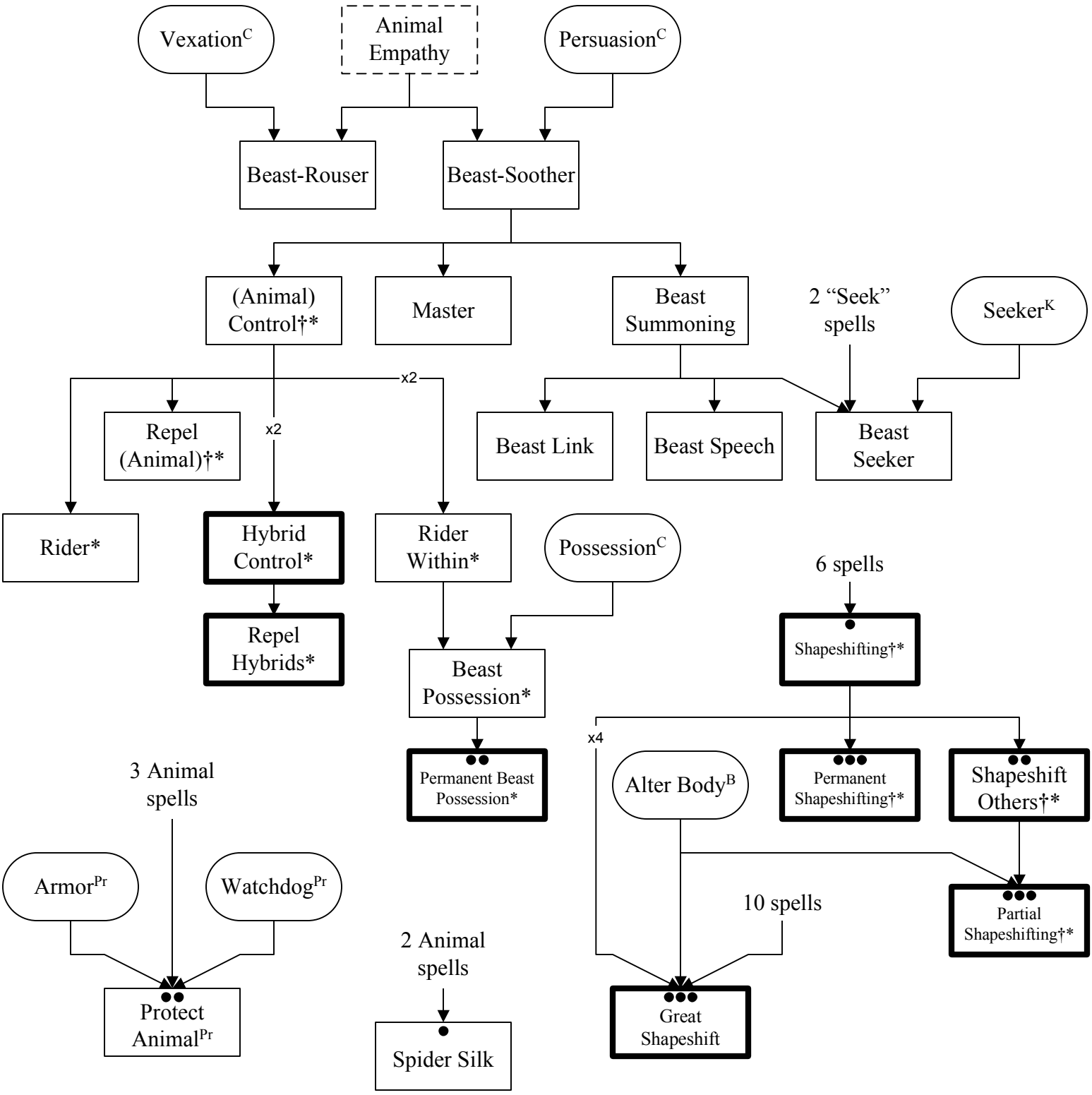
Animal College



†Each animal requires a different spell.

*Each Animal (Control) or Shapeshifting spell is the prerequisite for subsequent spells for the same animal (or animals, for the Hybrid spells).

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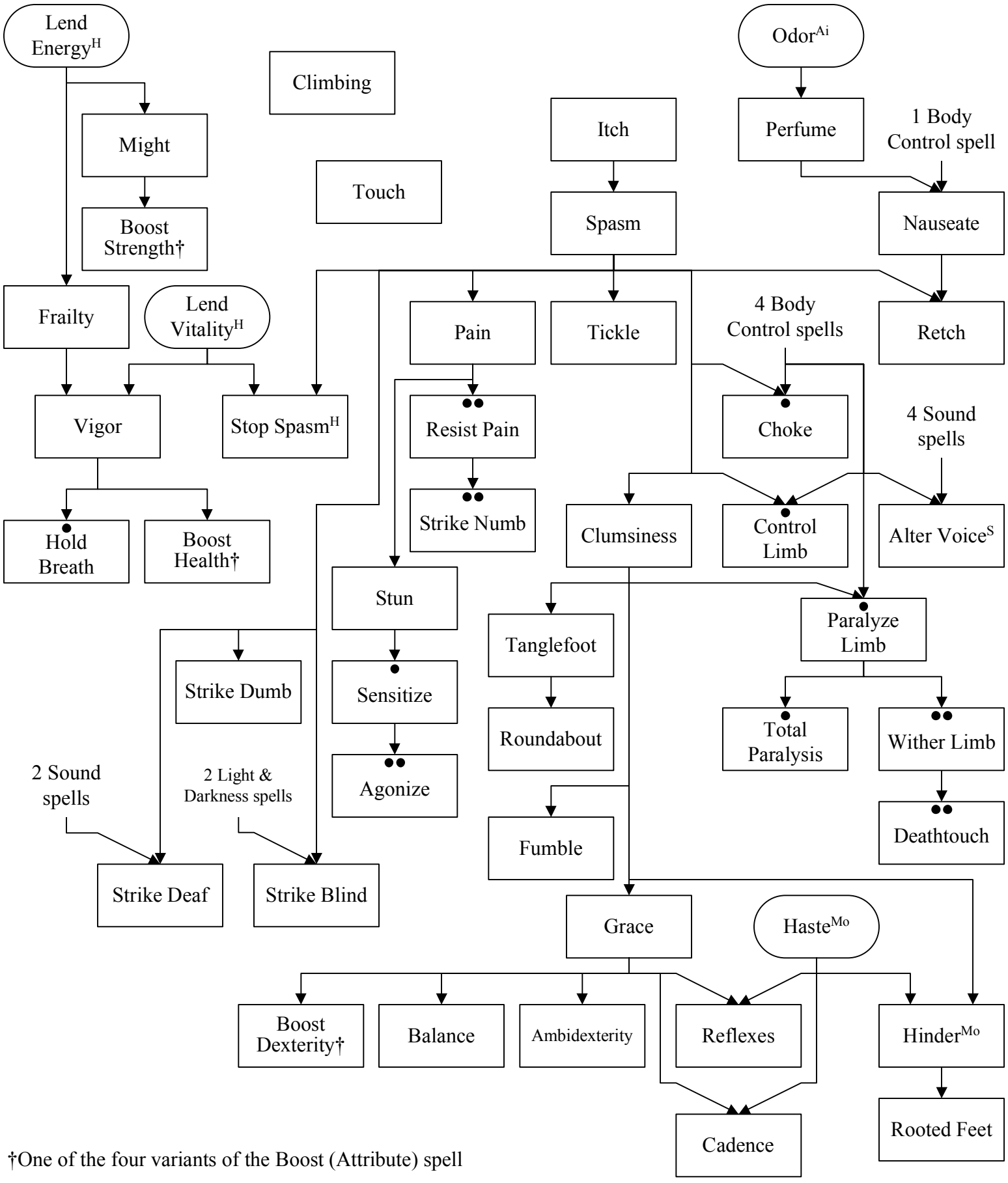
Body Control College



†One of the four variants of the Boost (Attribute) spell

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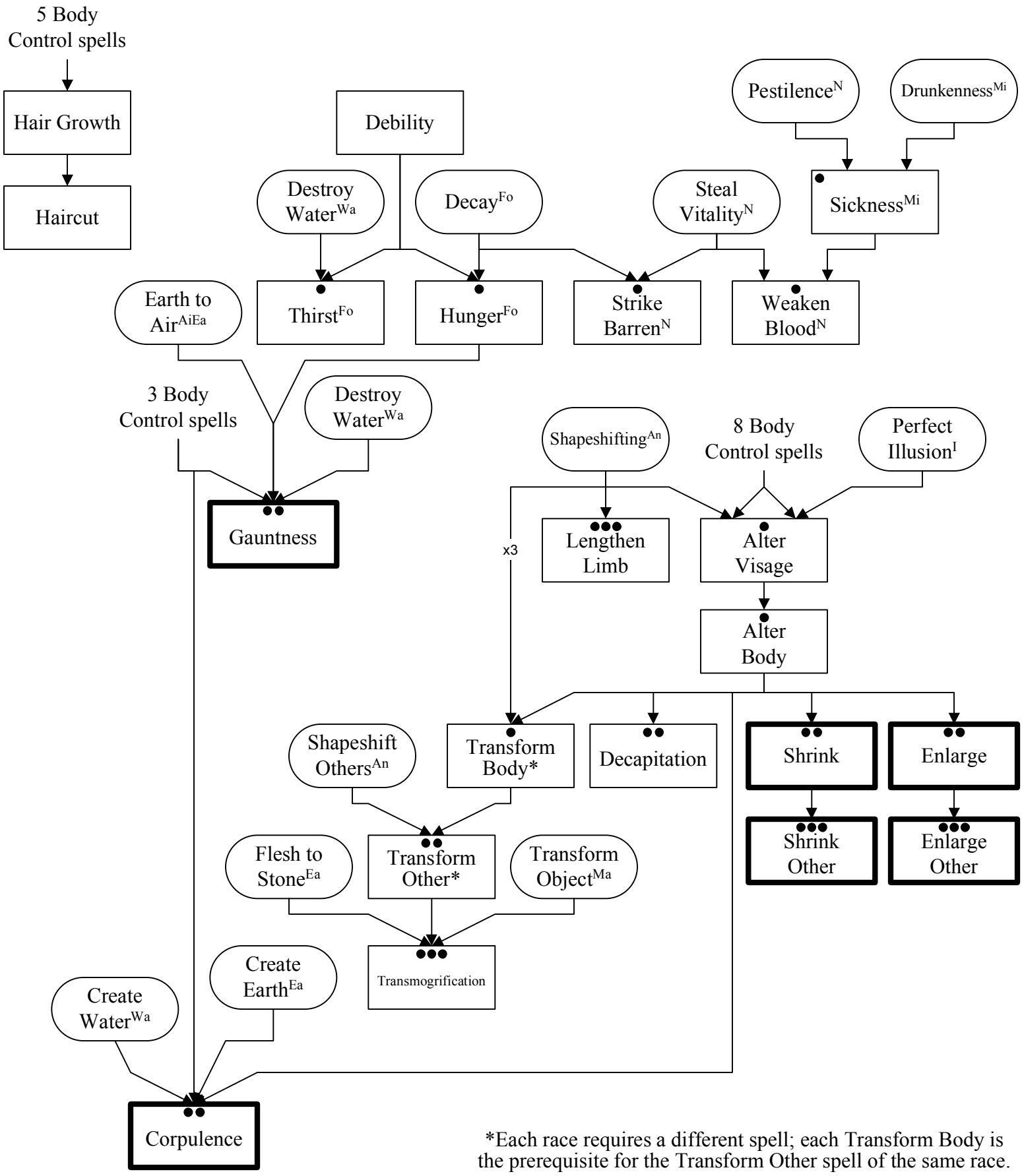
Body Control College



*Each race requires a different spell; each Transform Body is the prerequisite for the Transform Other spell of the same race.

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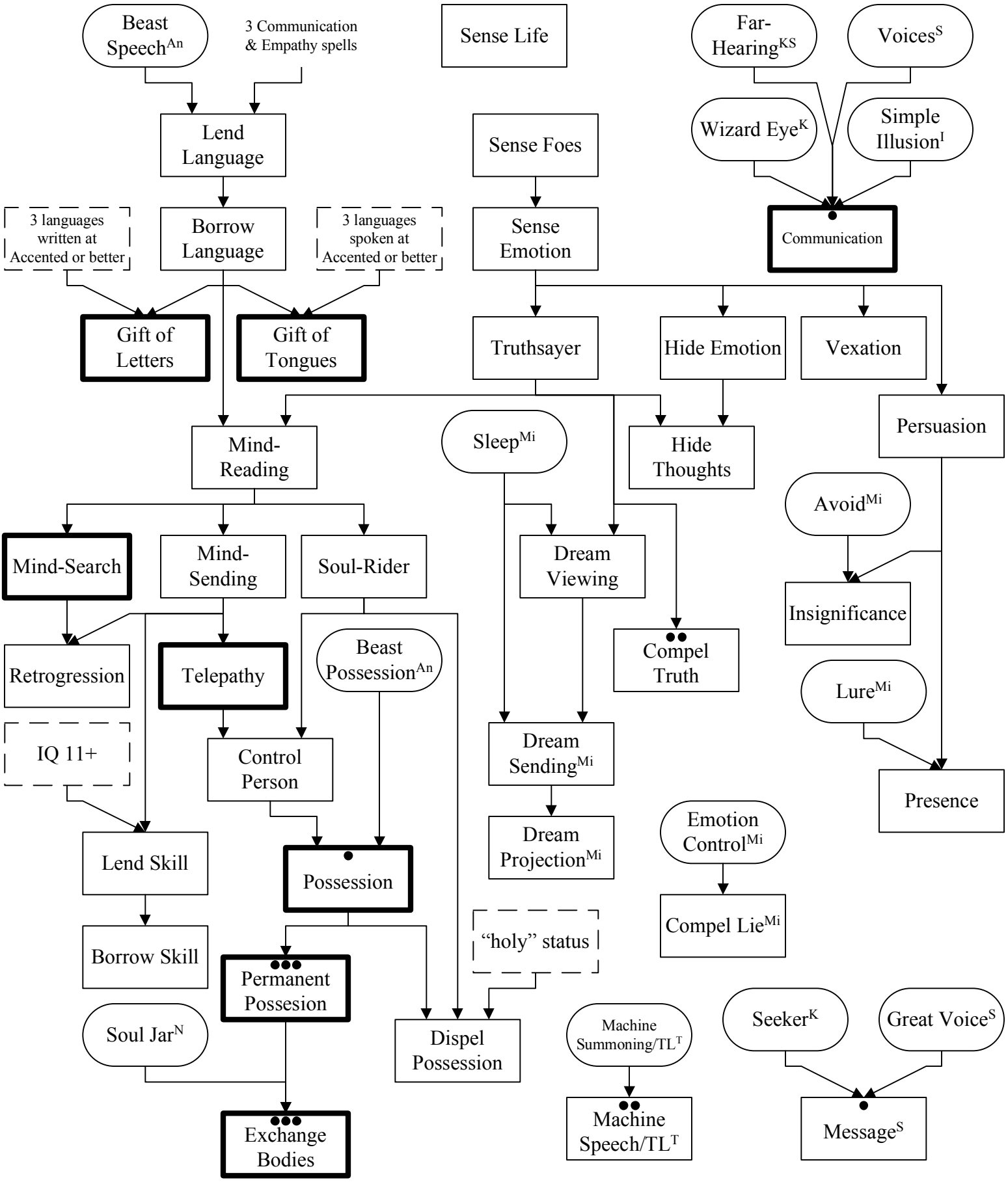
Communication & Empathy College



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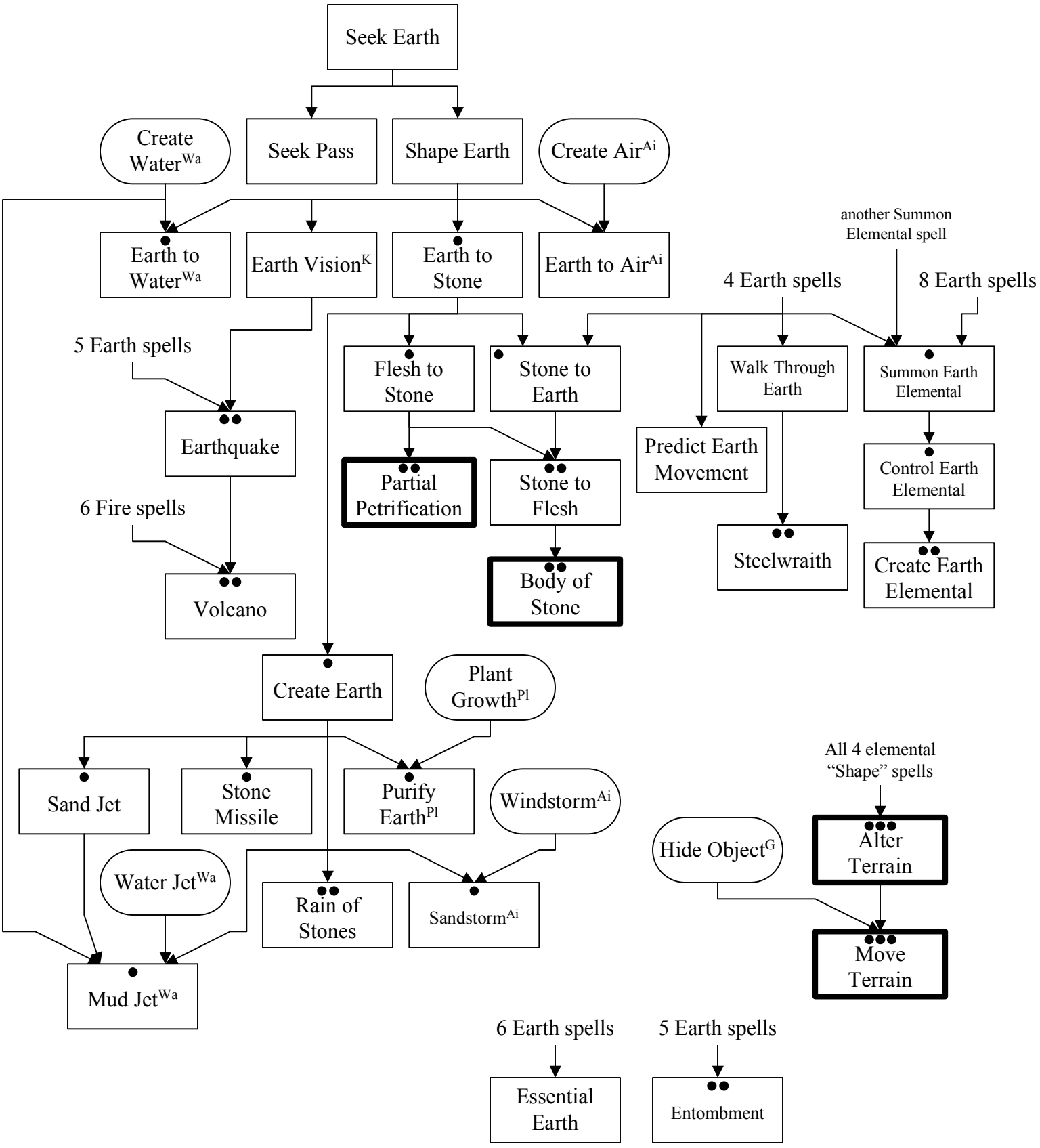
Earth College



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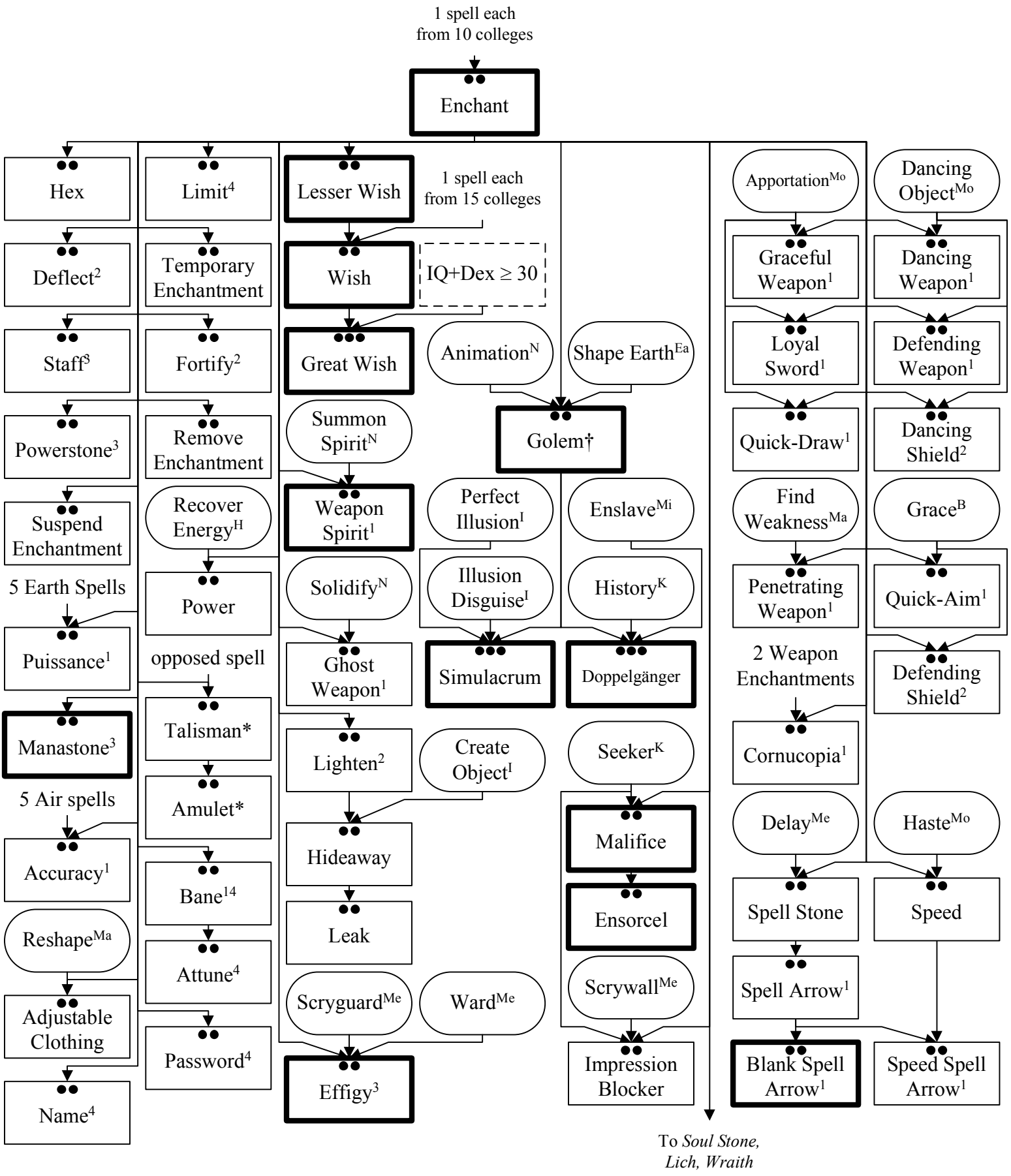
Enchantment College



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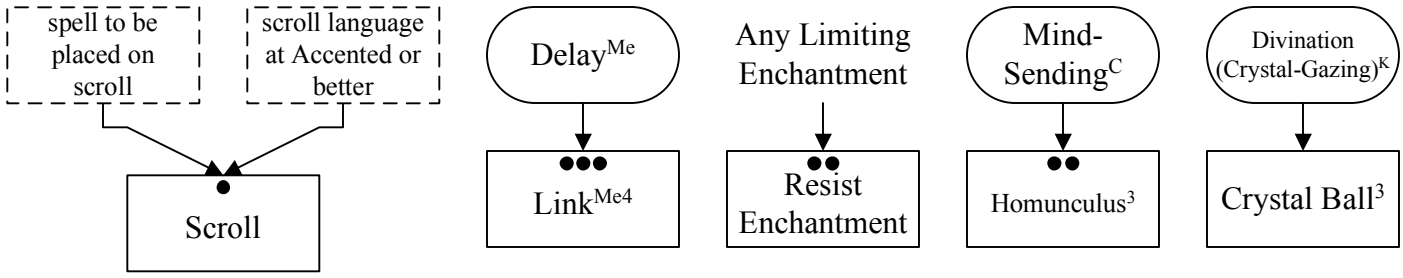
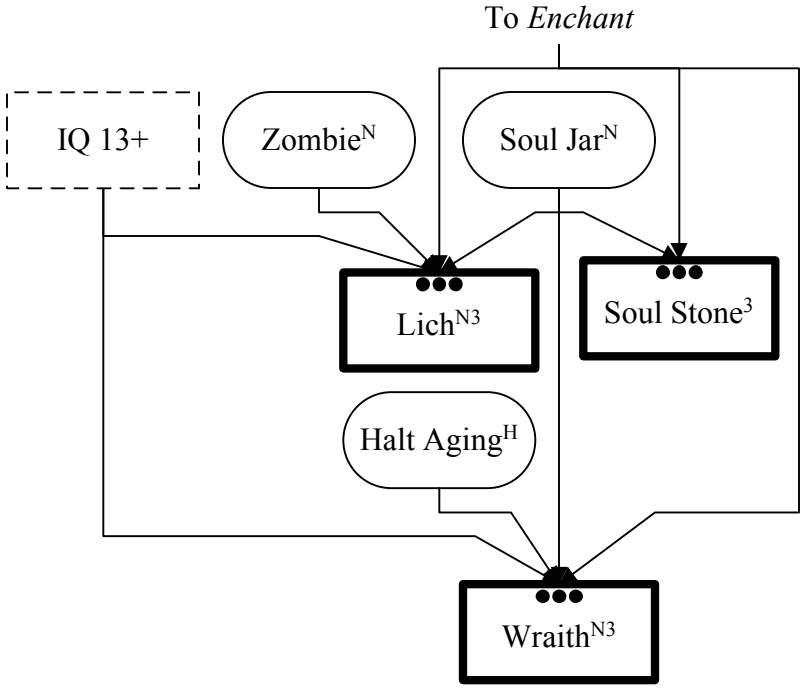
Enchantment College



The spells in this college require the GM's permission for a PC to learn.



[1]Weapon Enchantment
[2]Armor Enchantment
[3]Wizardly Tools
[4]Limiting Enchantment

†Other spells may be necessary to work with unusual materials.

*Each protection is a separate spell; each Talisman is the prerequisite for the Amulet spell of the same type.

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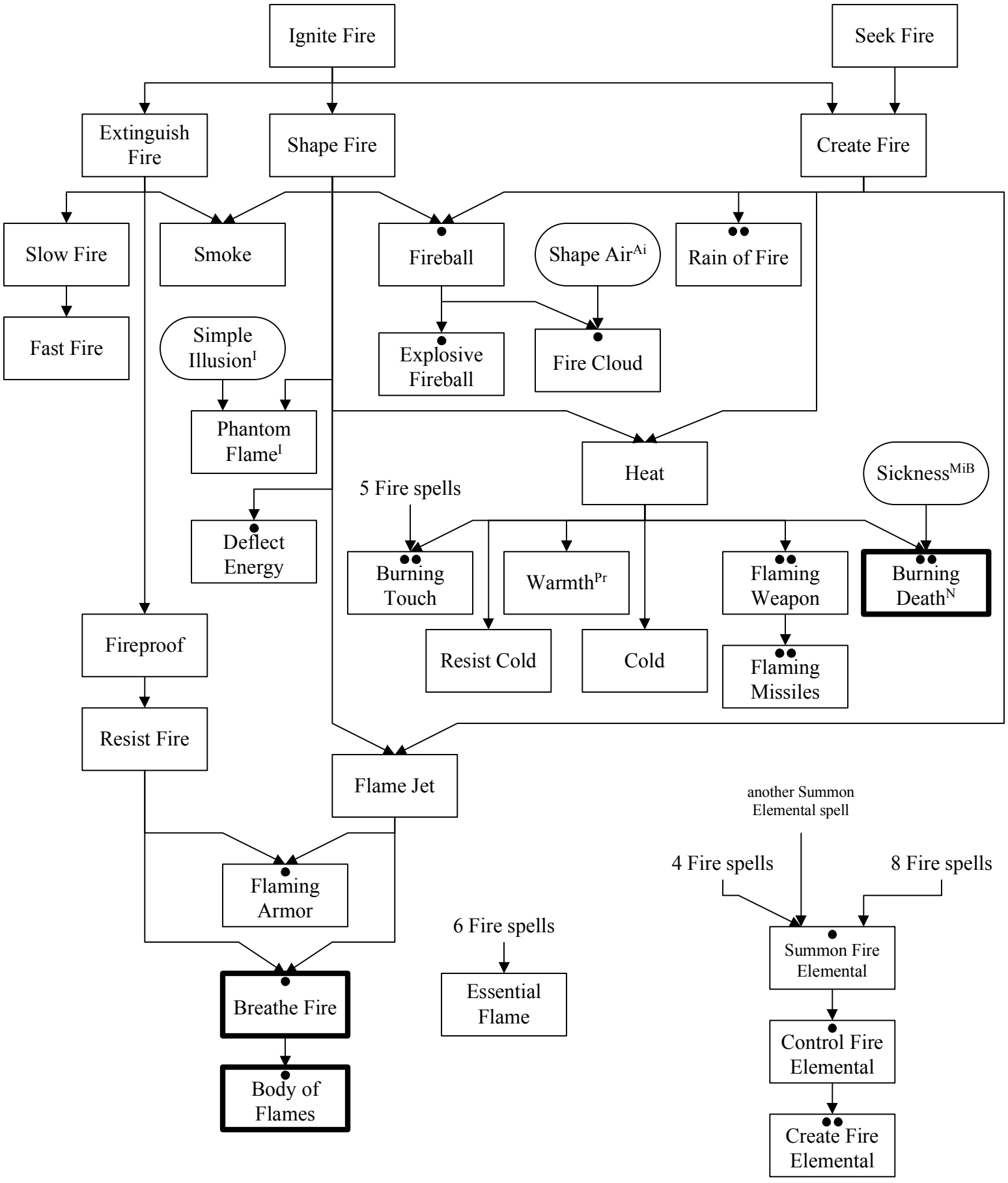
Fire College



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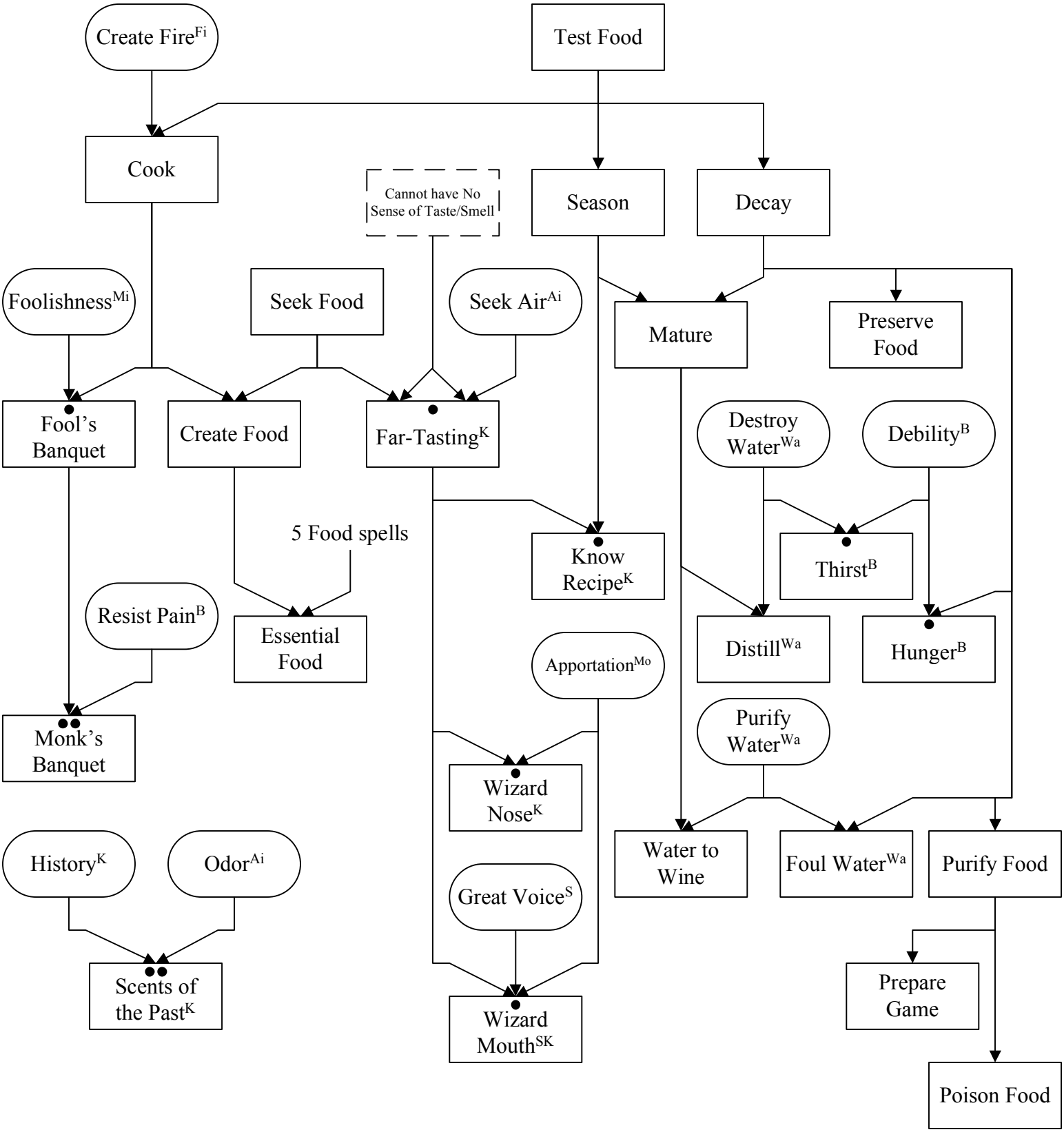
Food College



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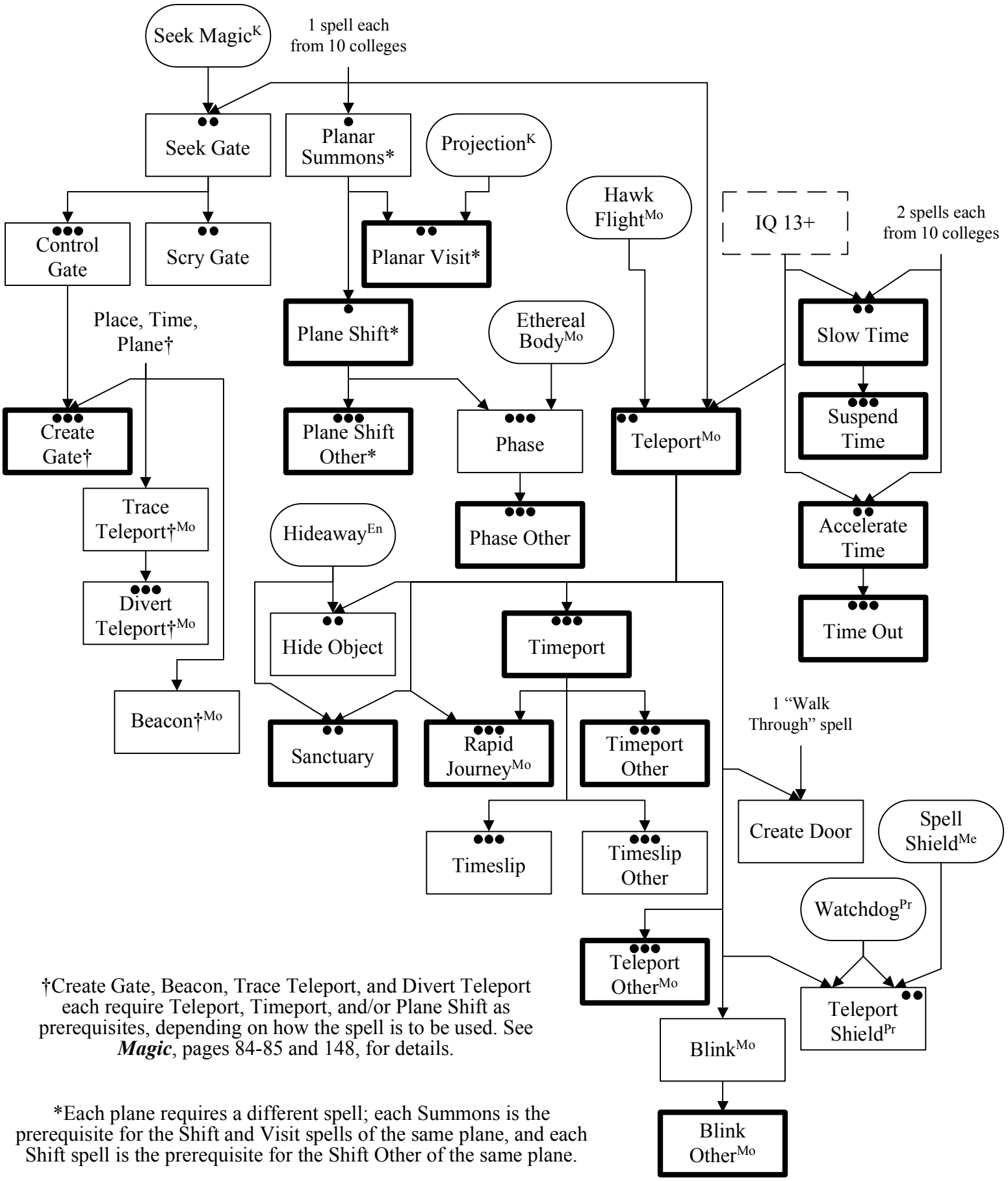
Gate College



†Create Gate, Beacon, Trace Teleport, and Divert Teleport each require Teleport, Timeport, and/or Plane Shift as prerequisites, depending on how the spell is to be used. See ***Magic***, pages 84-85 and 148, for details.

*Each plane requires a different spell; each Summons is the prerequisite for the Shift and Visit spells of the same plane, and each Shift spell is the prerequisite for the Shift Other of the same plane.

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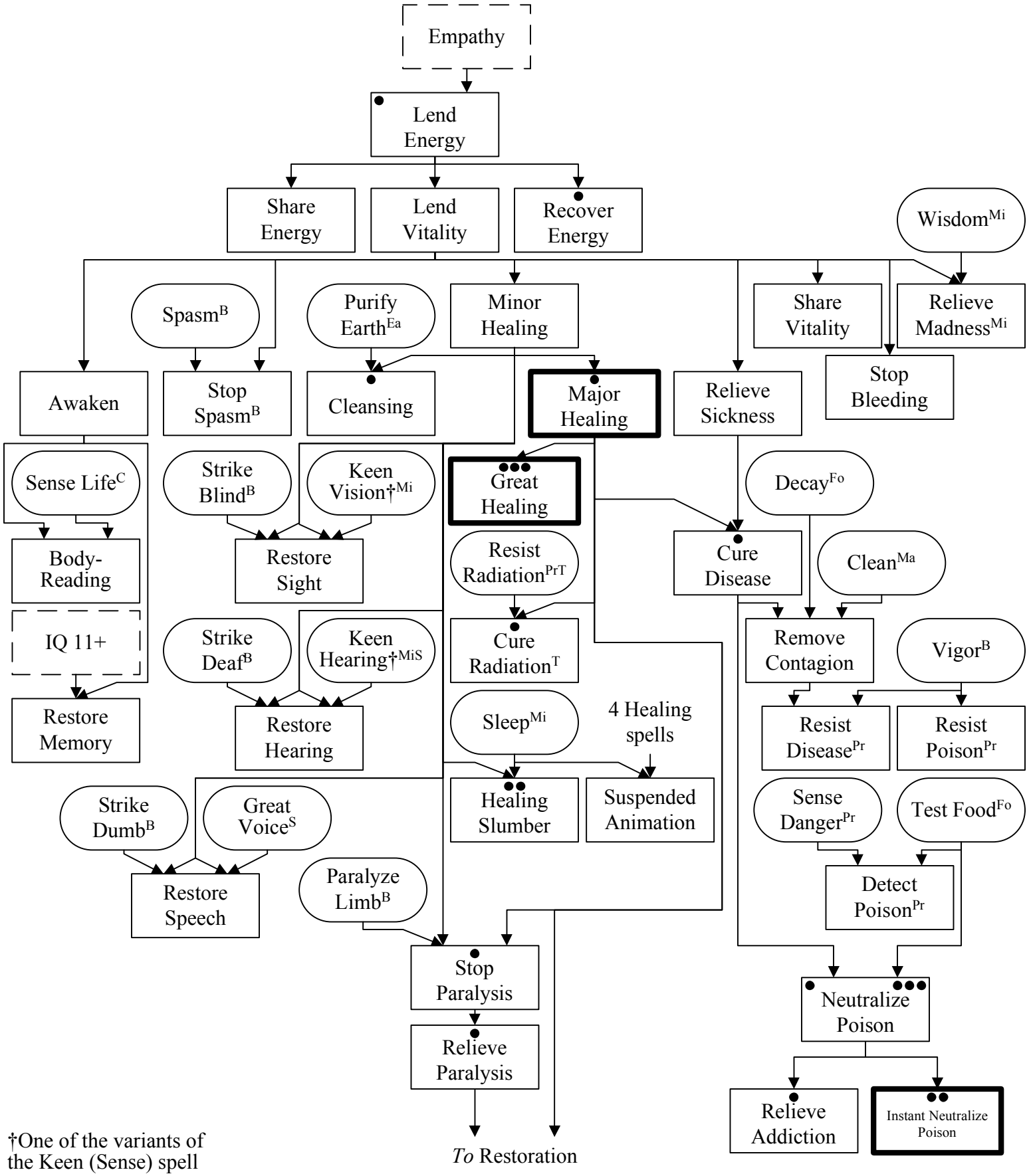
Healing College



†One of the variants of the Keen (Sense) spell

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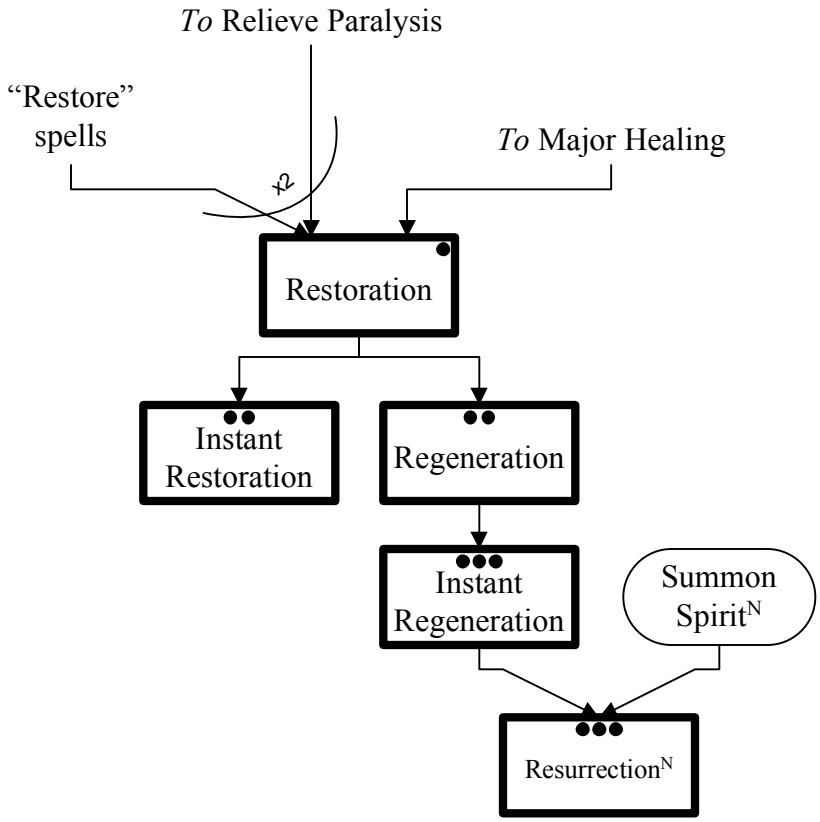
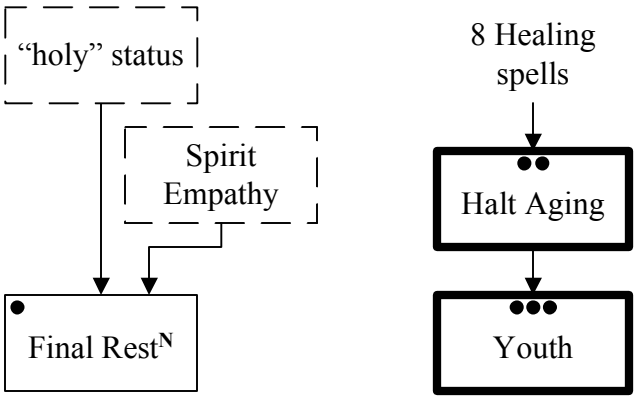
Healing College





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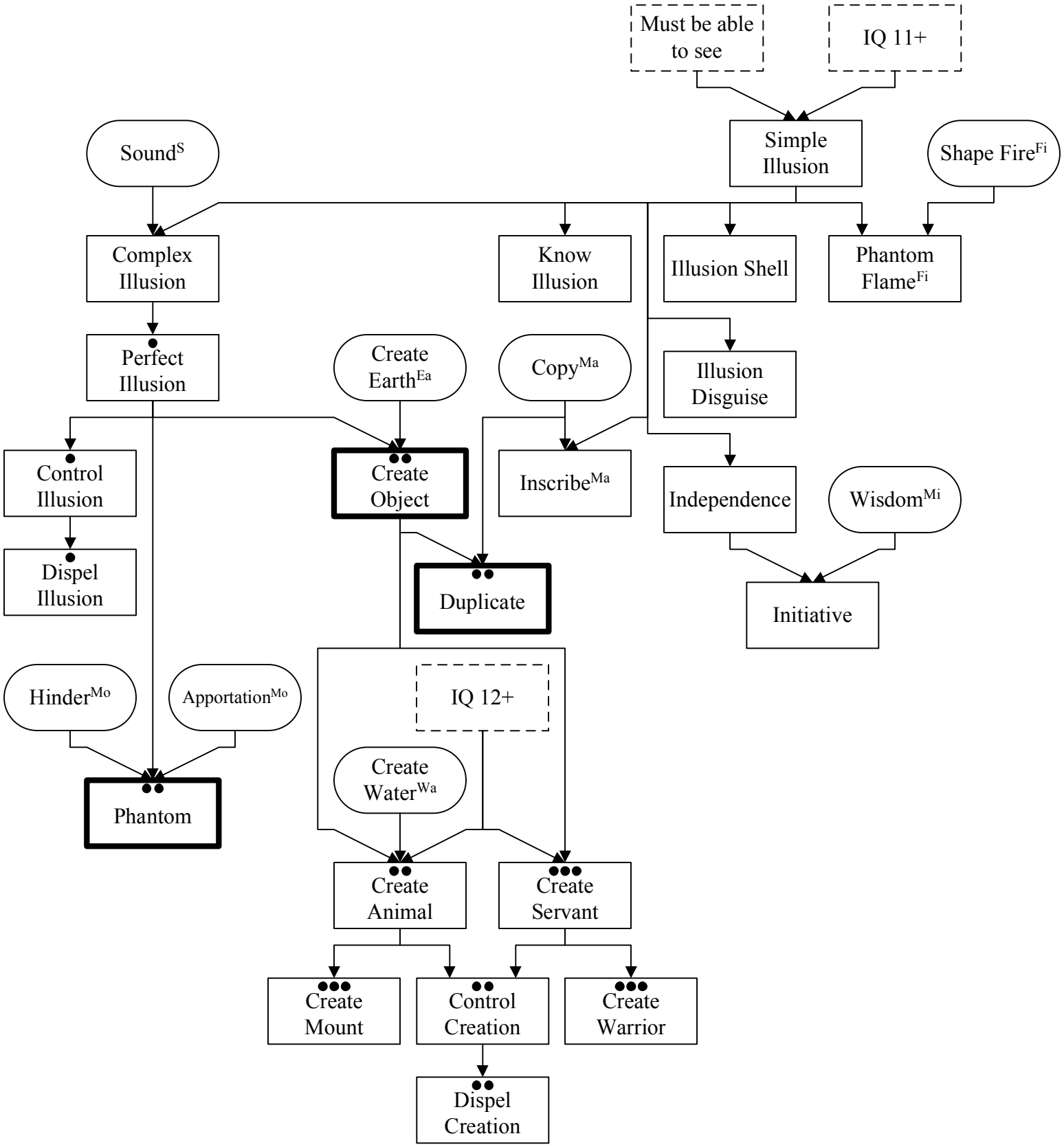
Illusion & Creation College



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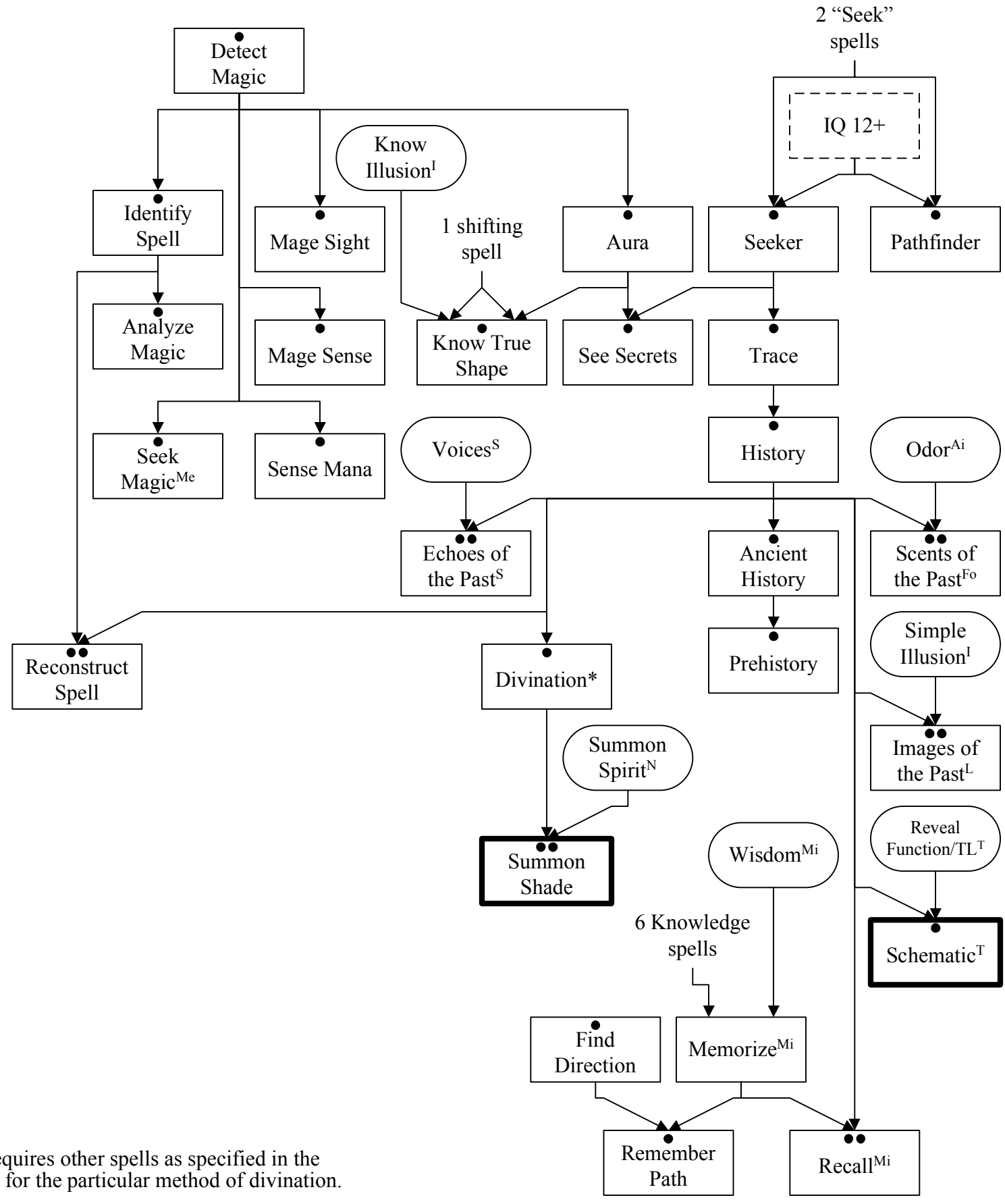
Knowledge College



*Requires other spells as specified in the text for the particular method of divination.

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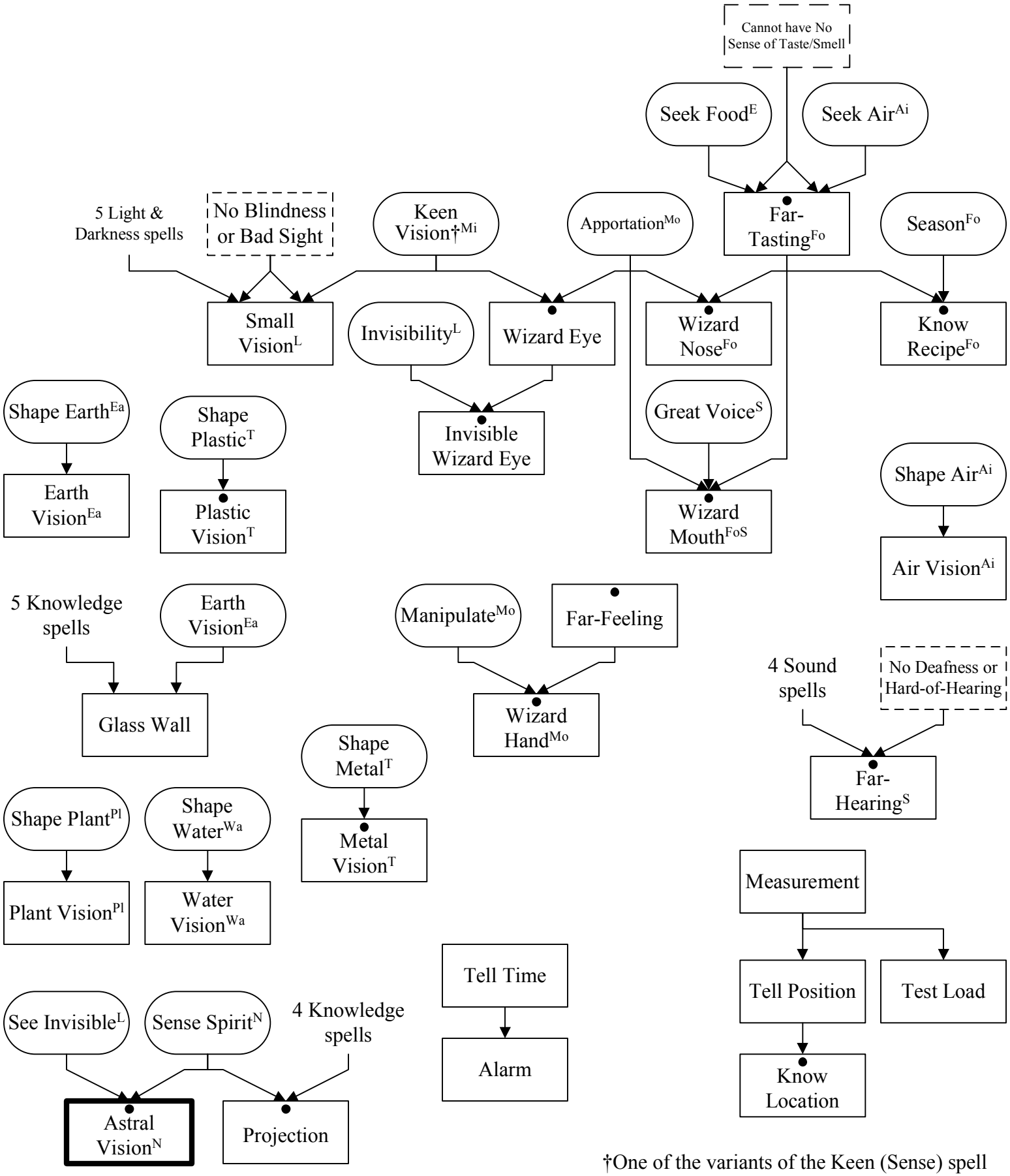
Knowledge College



†One of the variants of the Keen (Sense) spell

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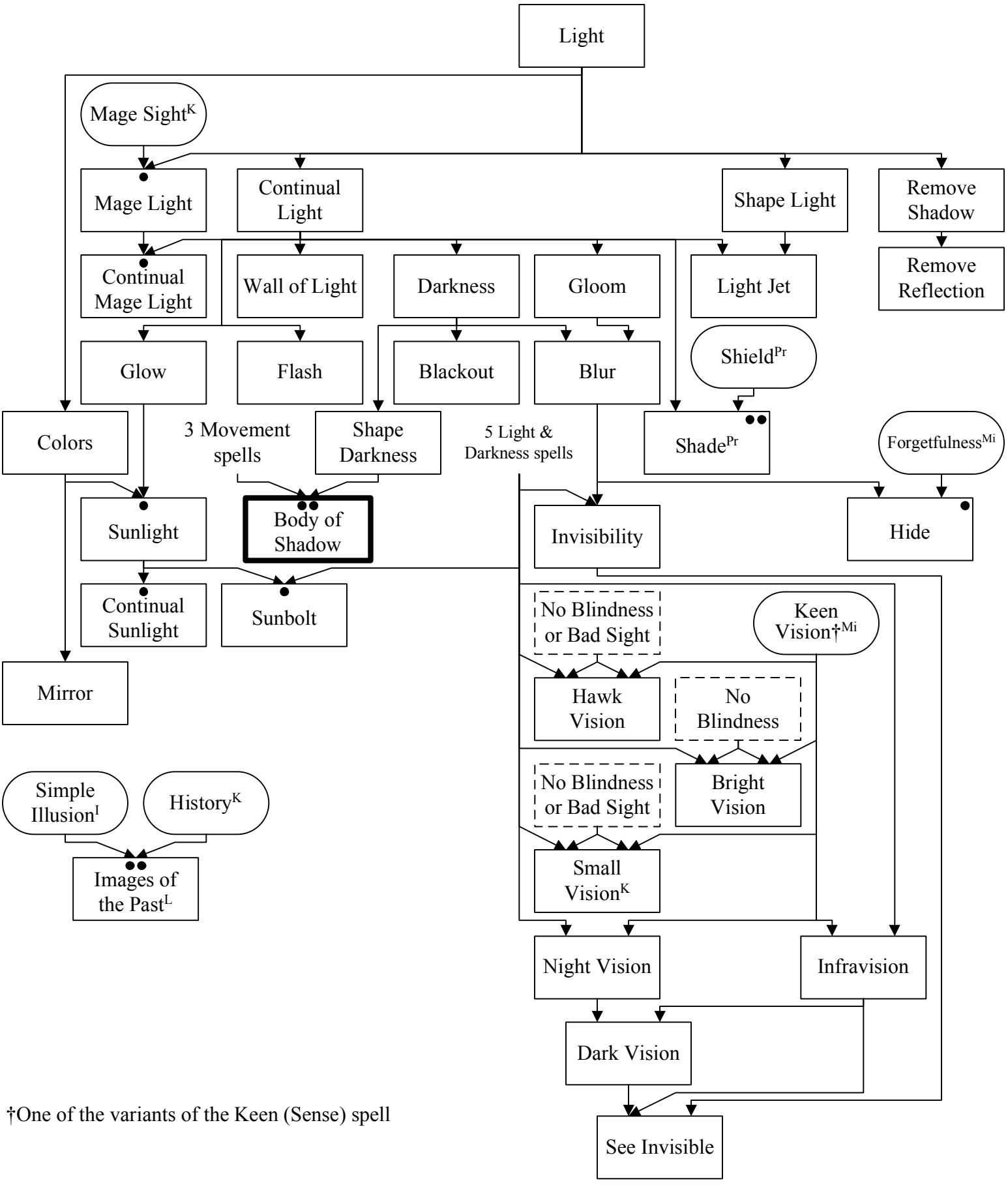
Light & Darkness College



†One of the variants of the Keen (Sense) spell

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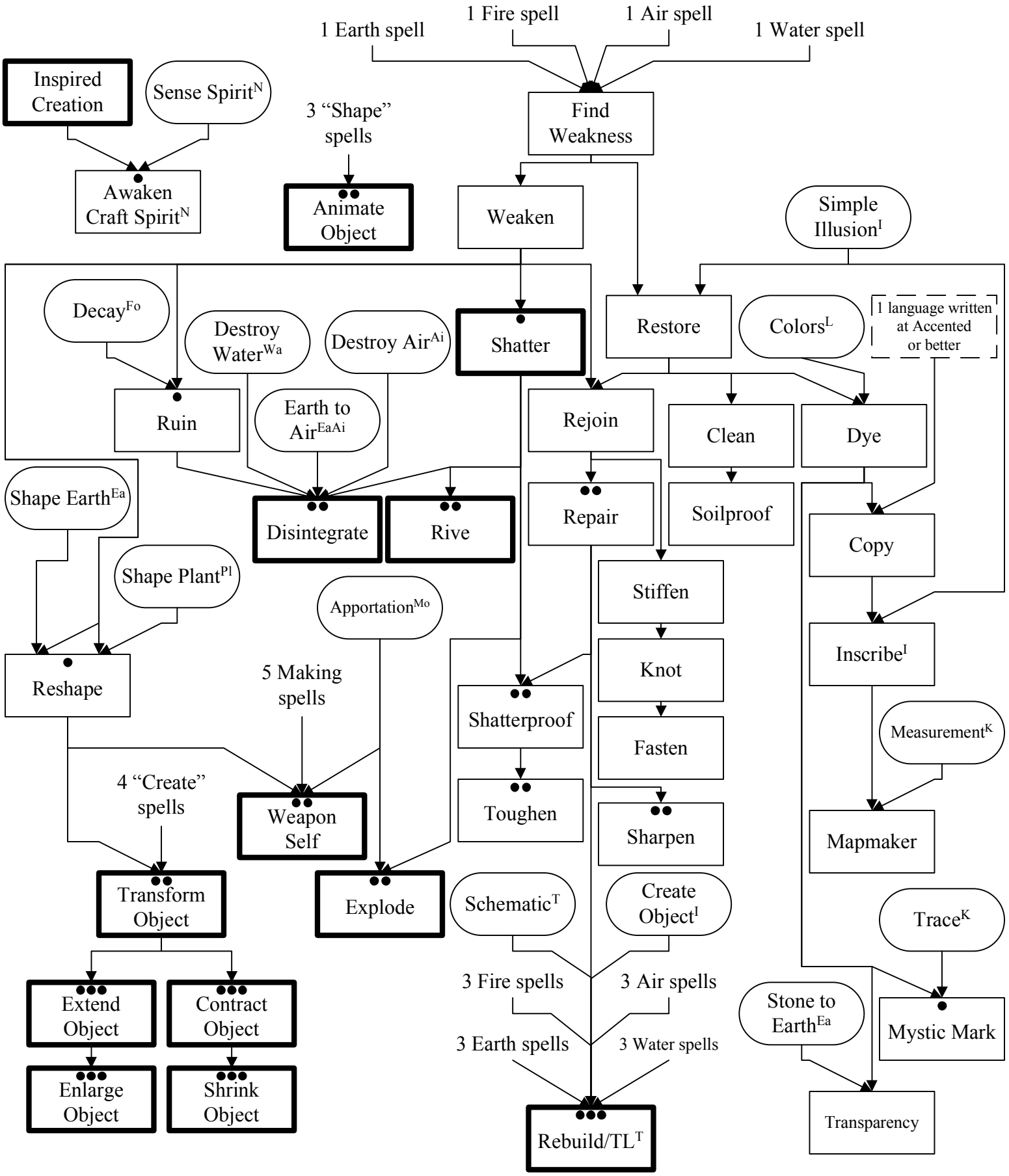
Making & Breaking College



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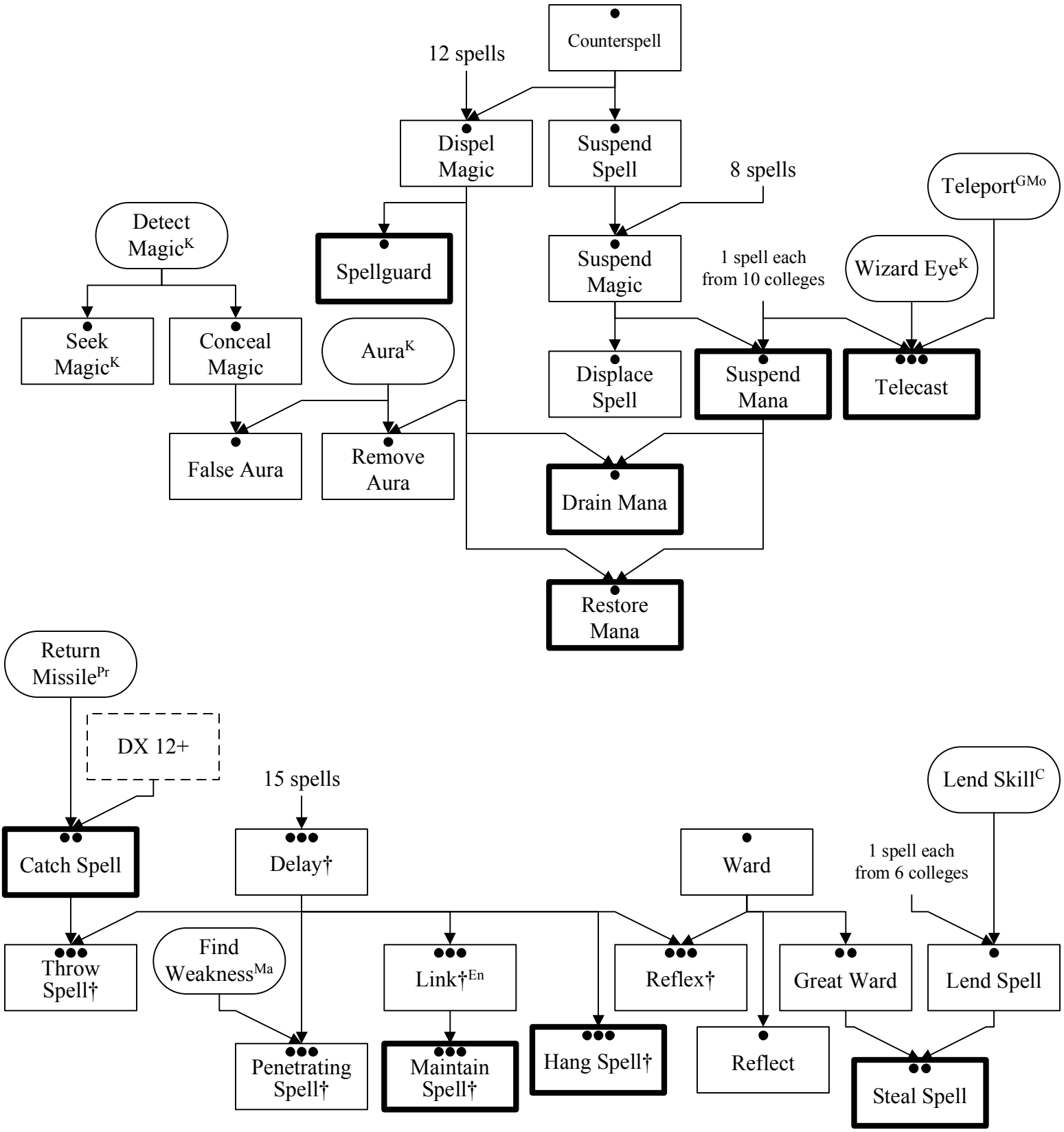
Meta College



†Linking spell

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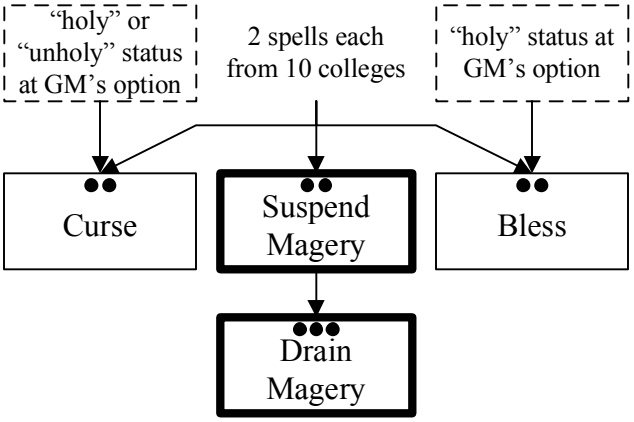
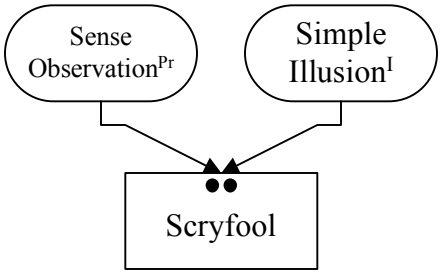
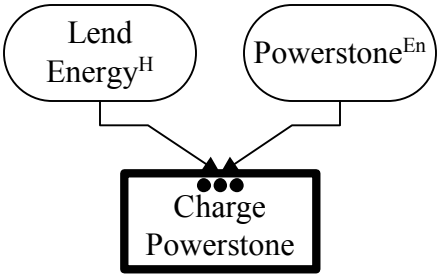
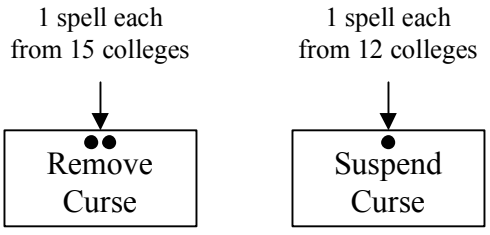
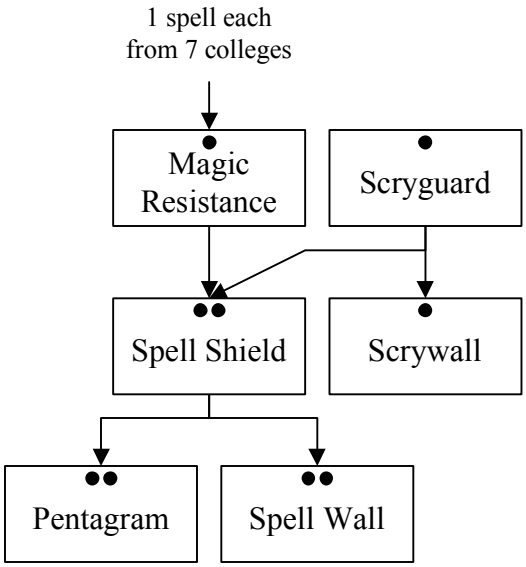
Meta College











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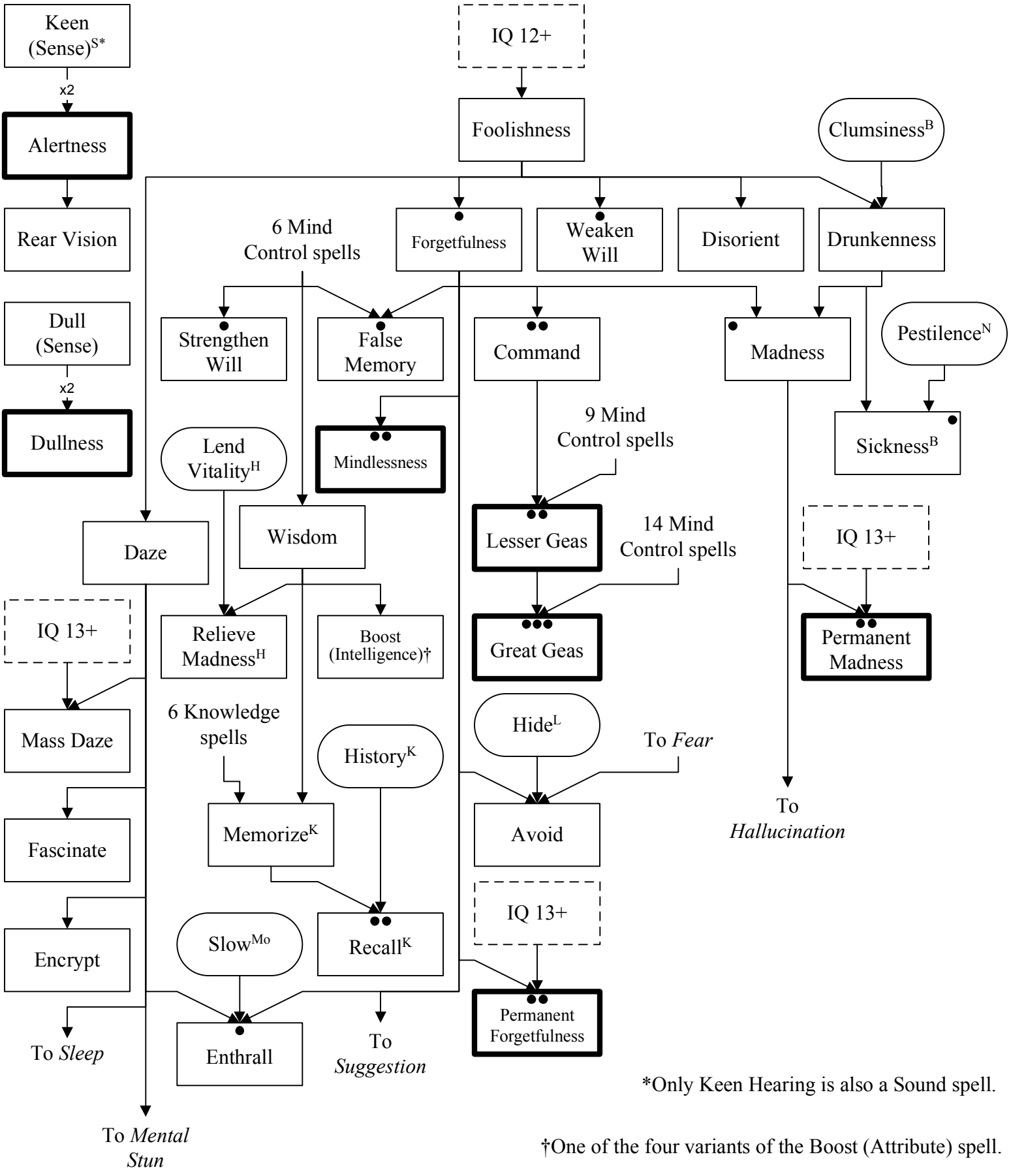
Mind Control College



*Only Keen Hearing is also a Sound spell.

†One of the four variants of the Boost (Attribute) spell.

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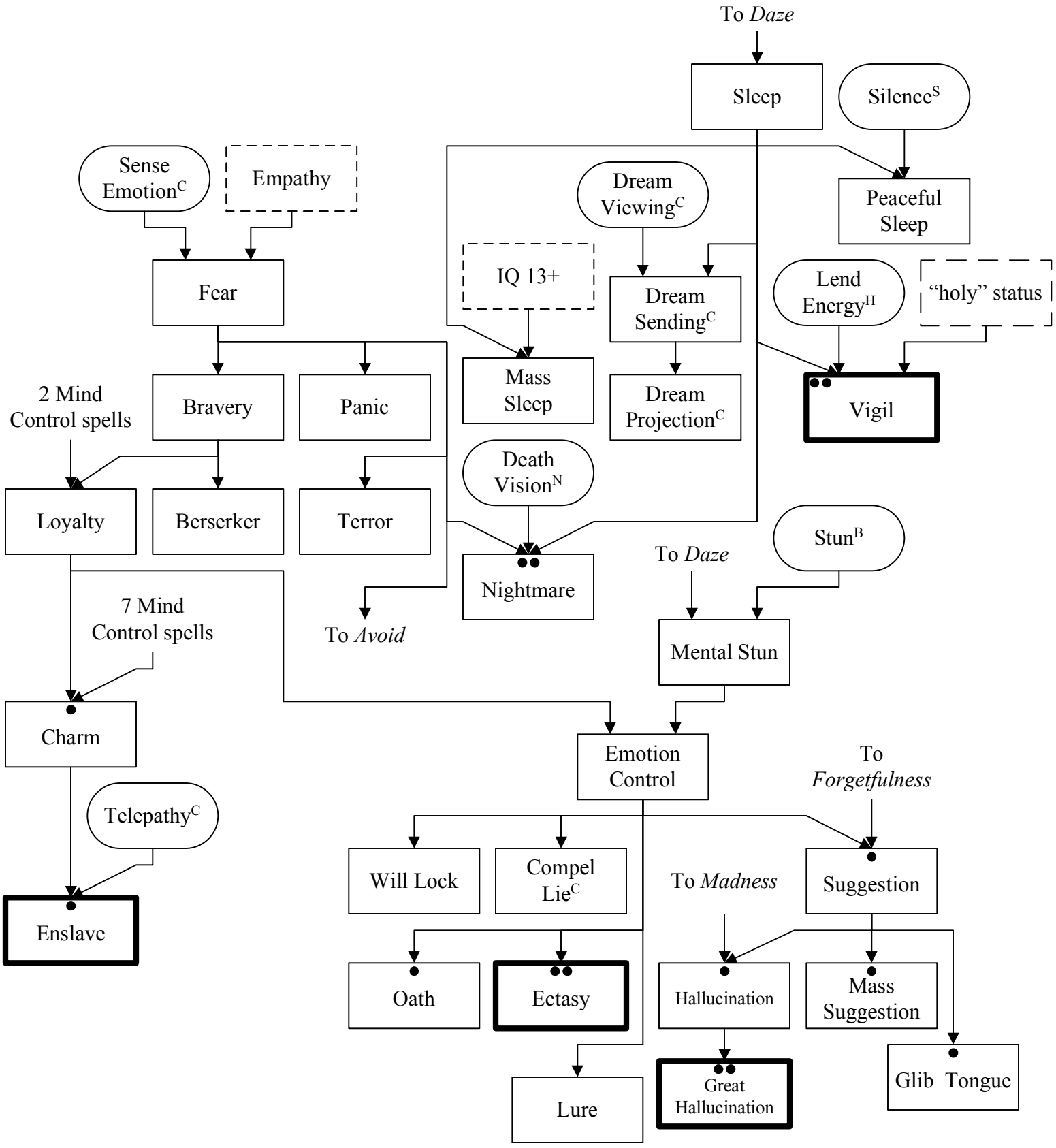
Mind Control College



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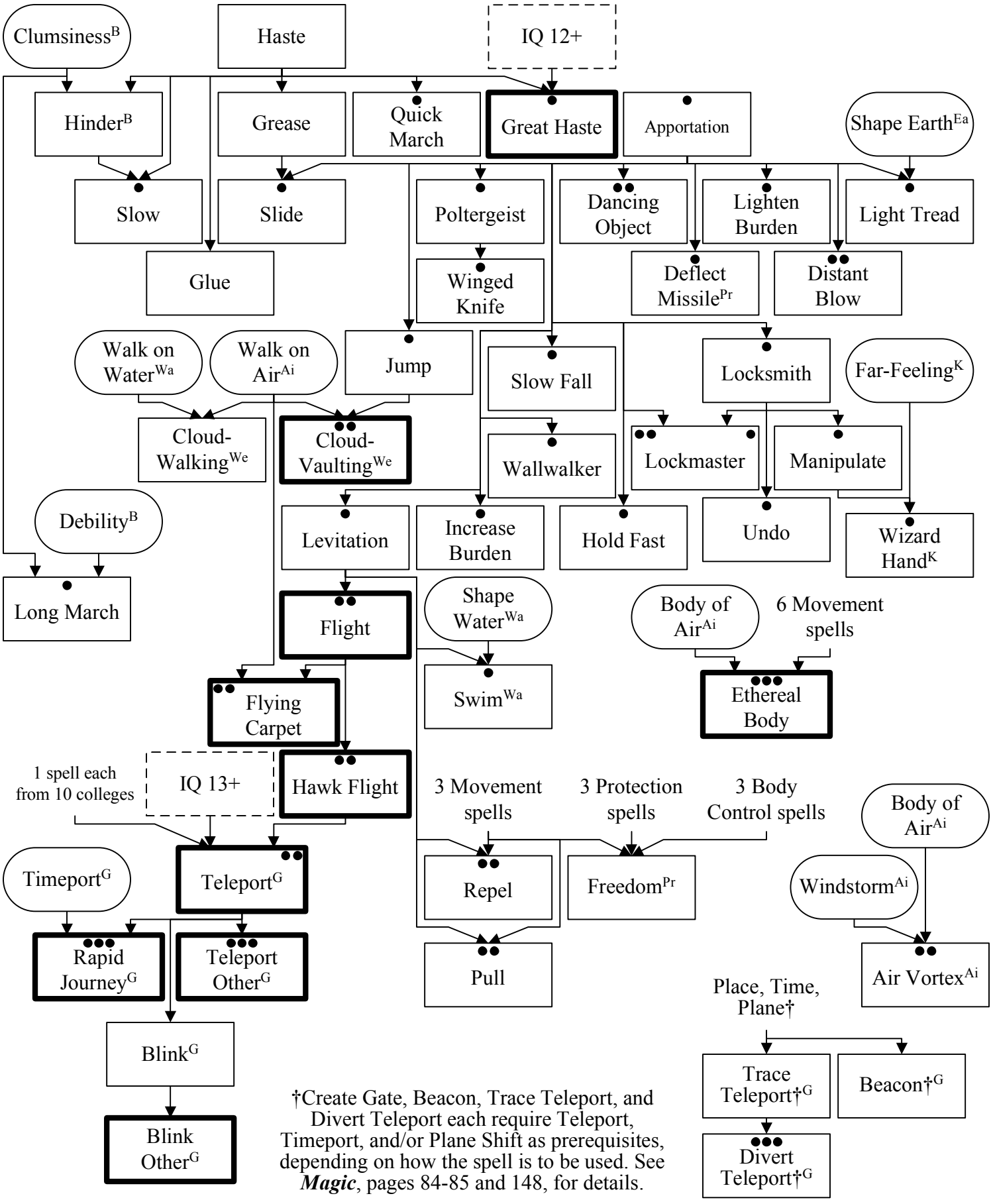
Movement College



†Create Gate, Beacon, Trace Teleport, and Divert Teleport each require Teleport, Timeport, and/or Plane Shift as prerequisites, depending on how the spell is to be used. See ***Magic***, pages 84-85 and 148, for details.

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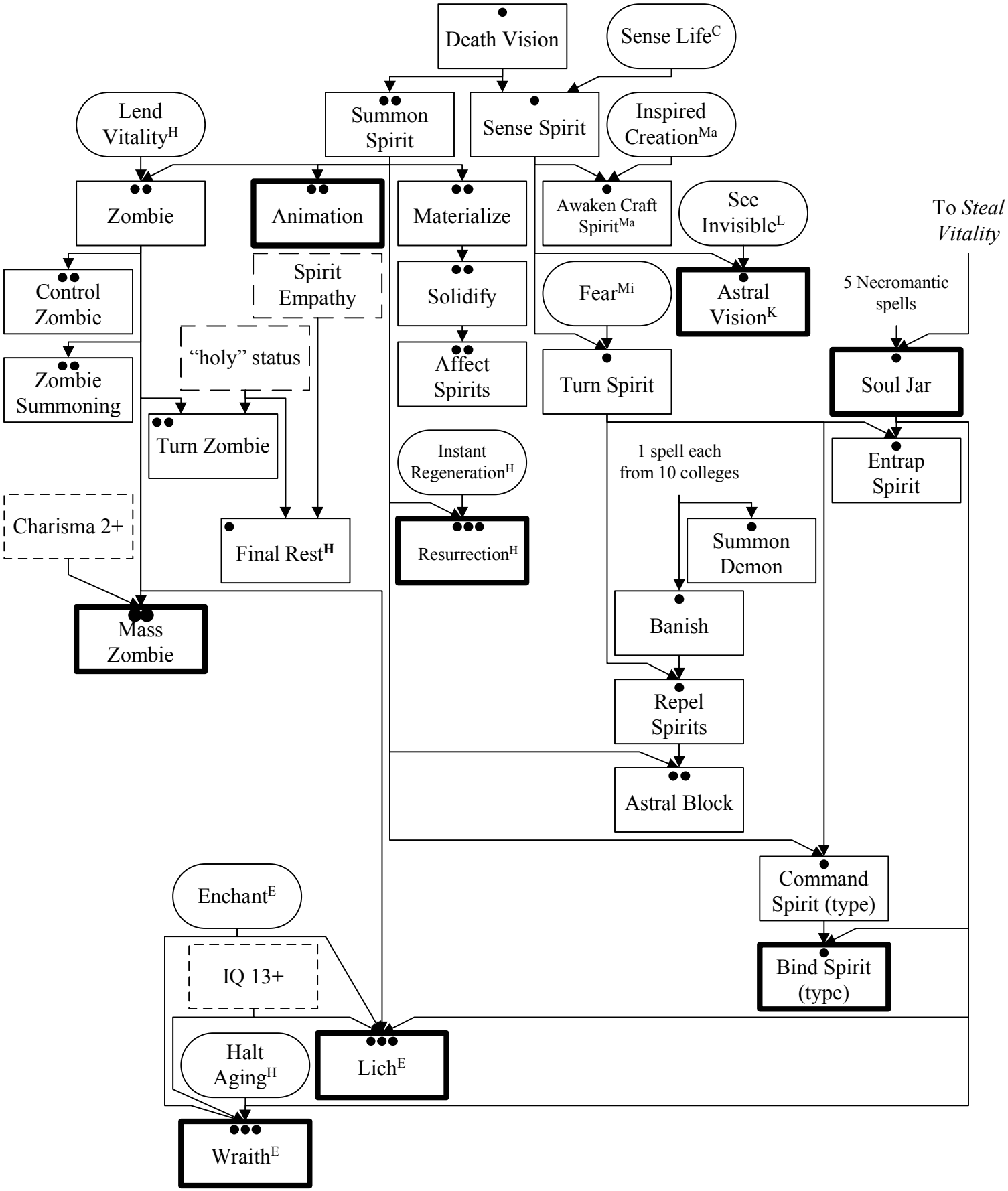
Necromantic College



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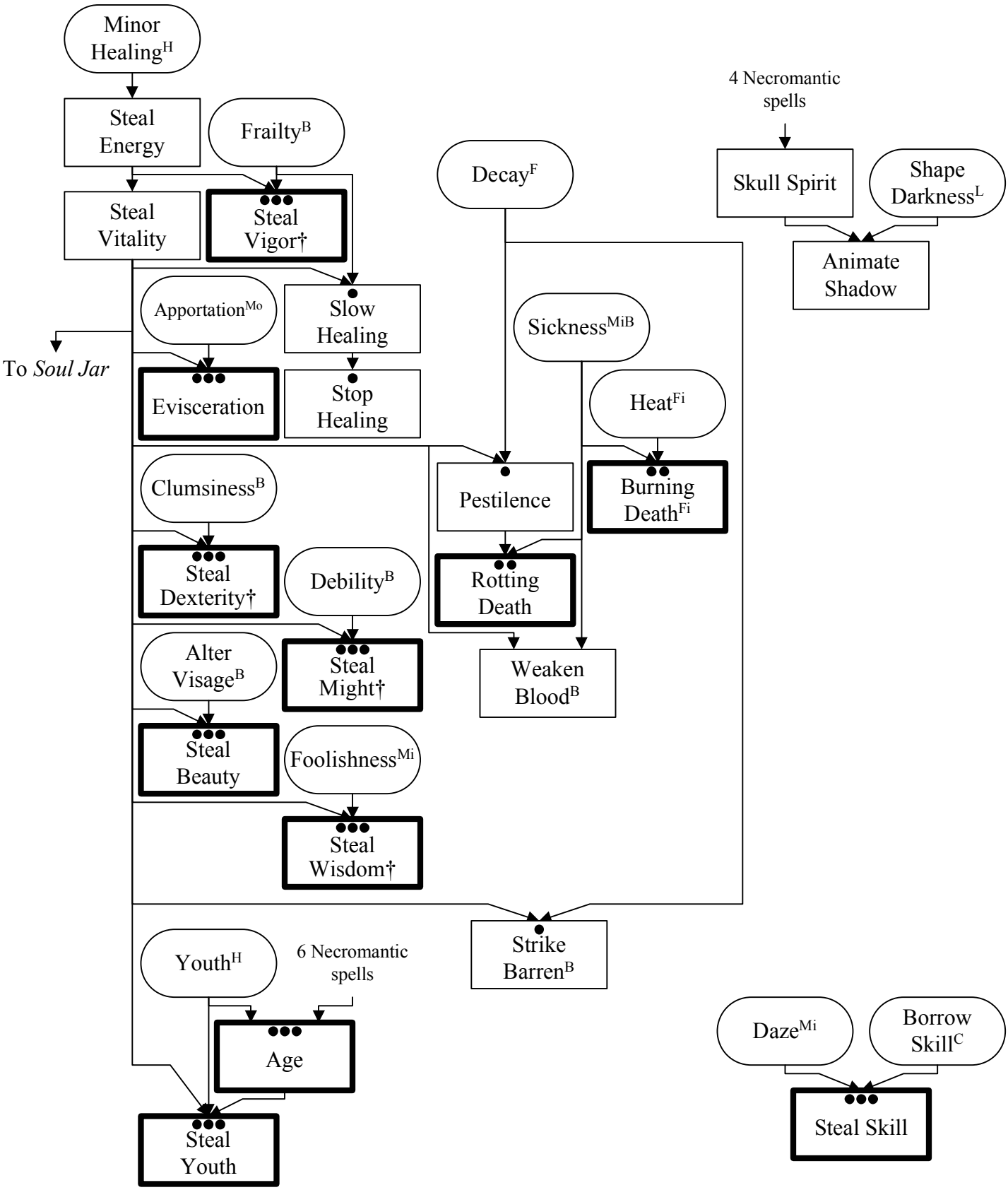
Necromantic College



†One of the four variants of the Steal (Attribute) spell

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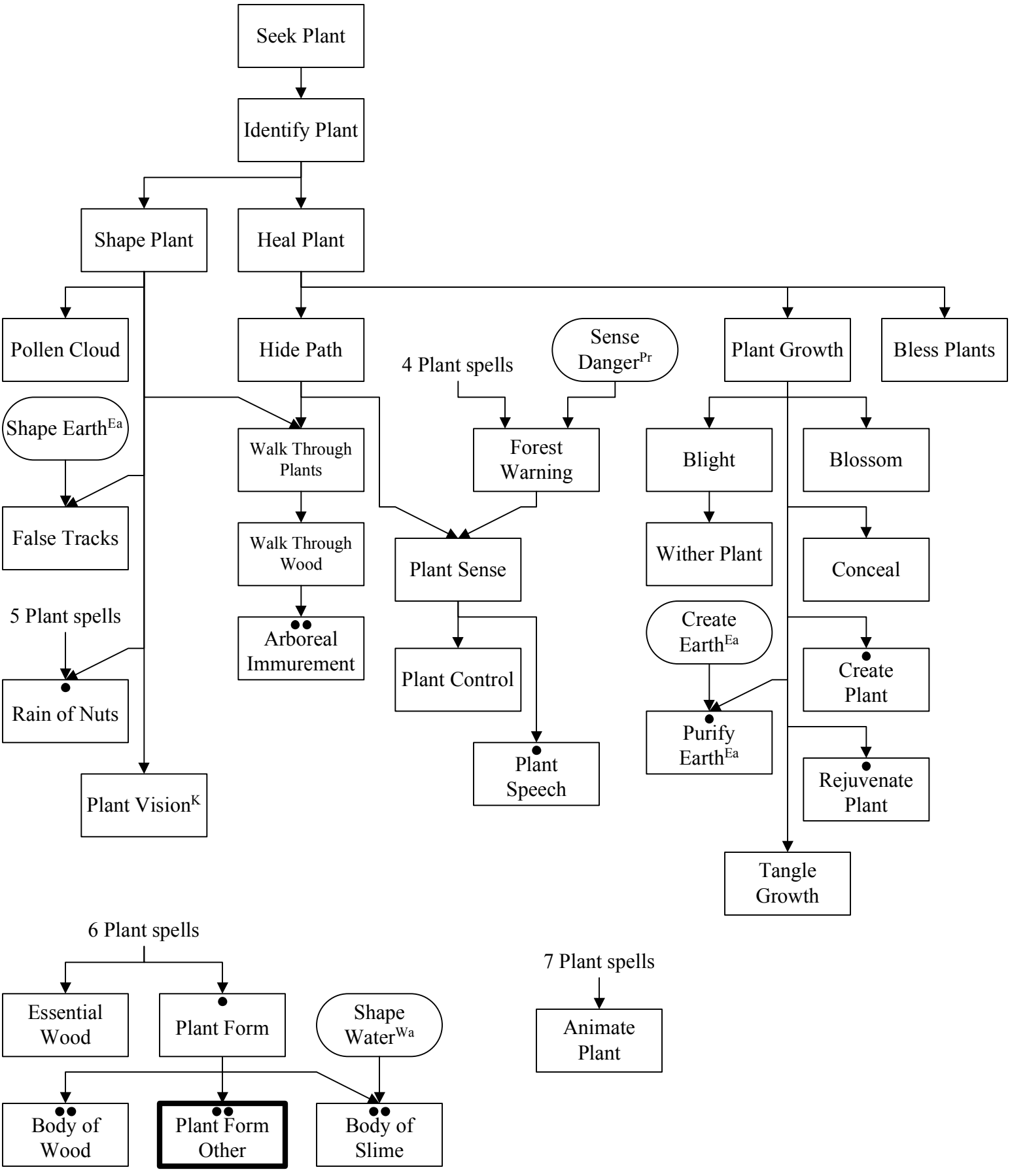
Plant College



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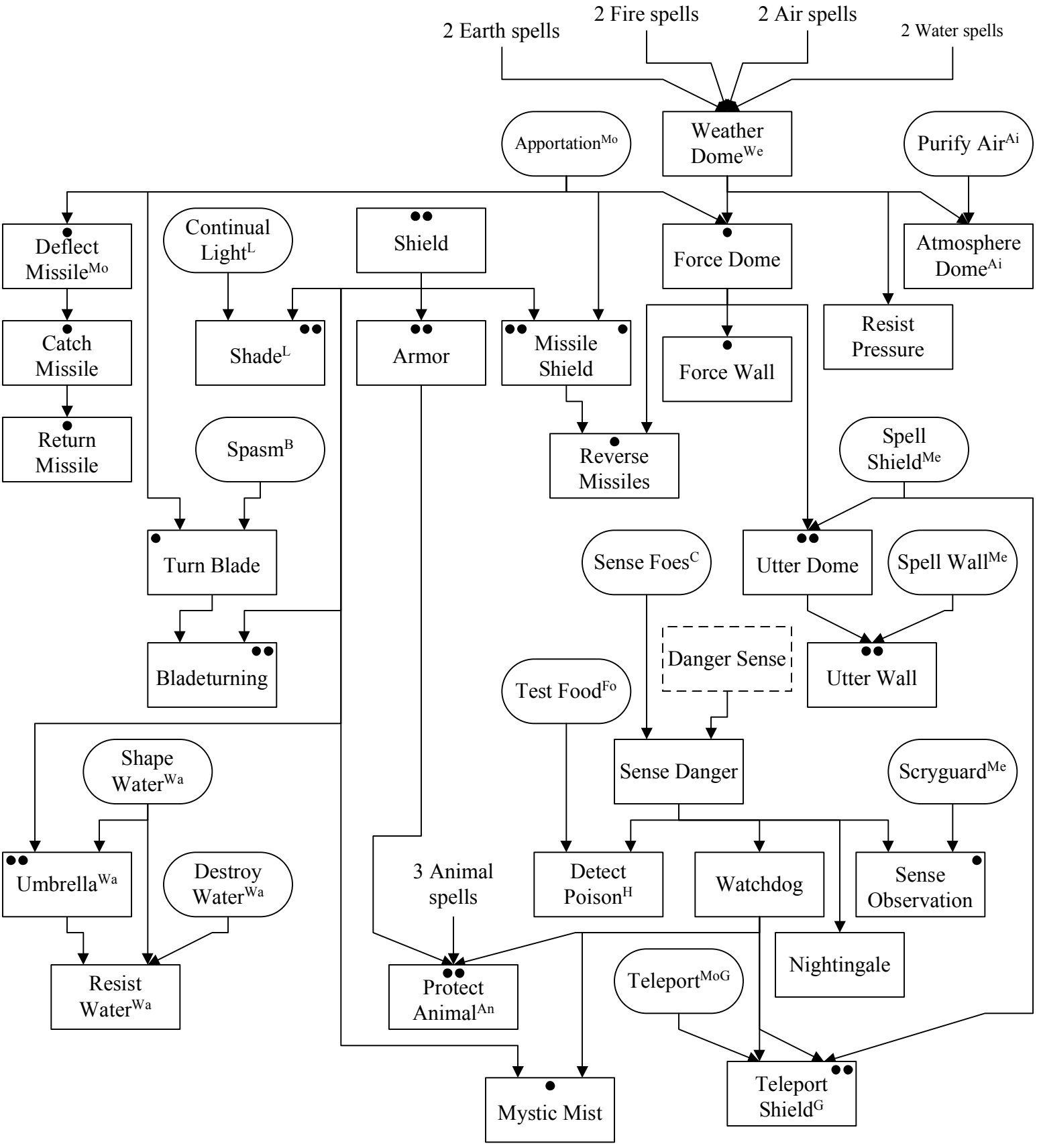
Protection & Warning College



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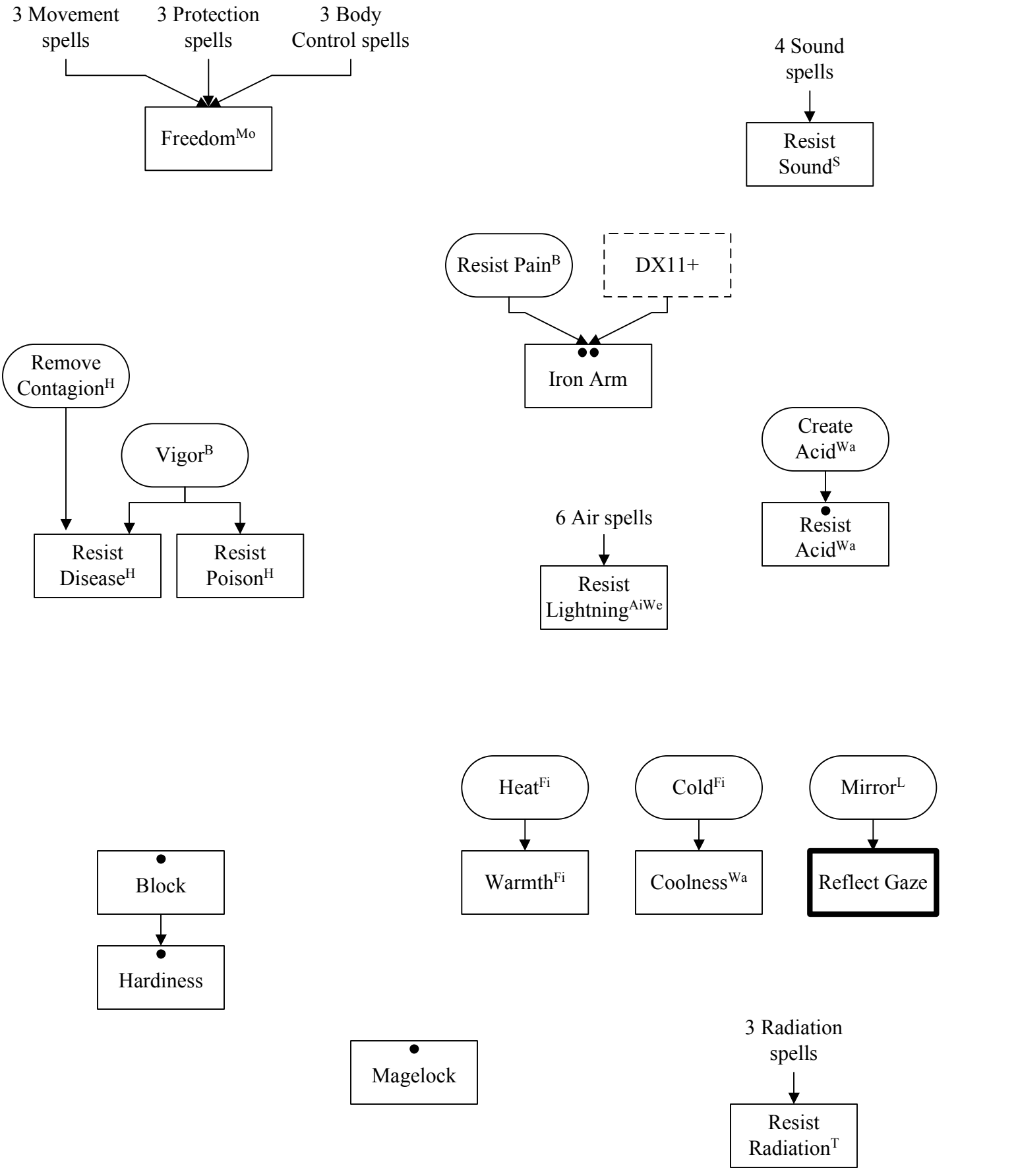
Protection & Warning College



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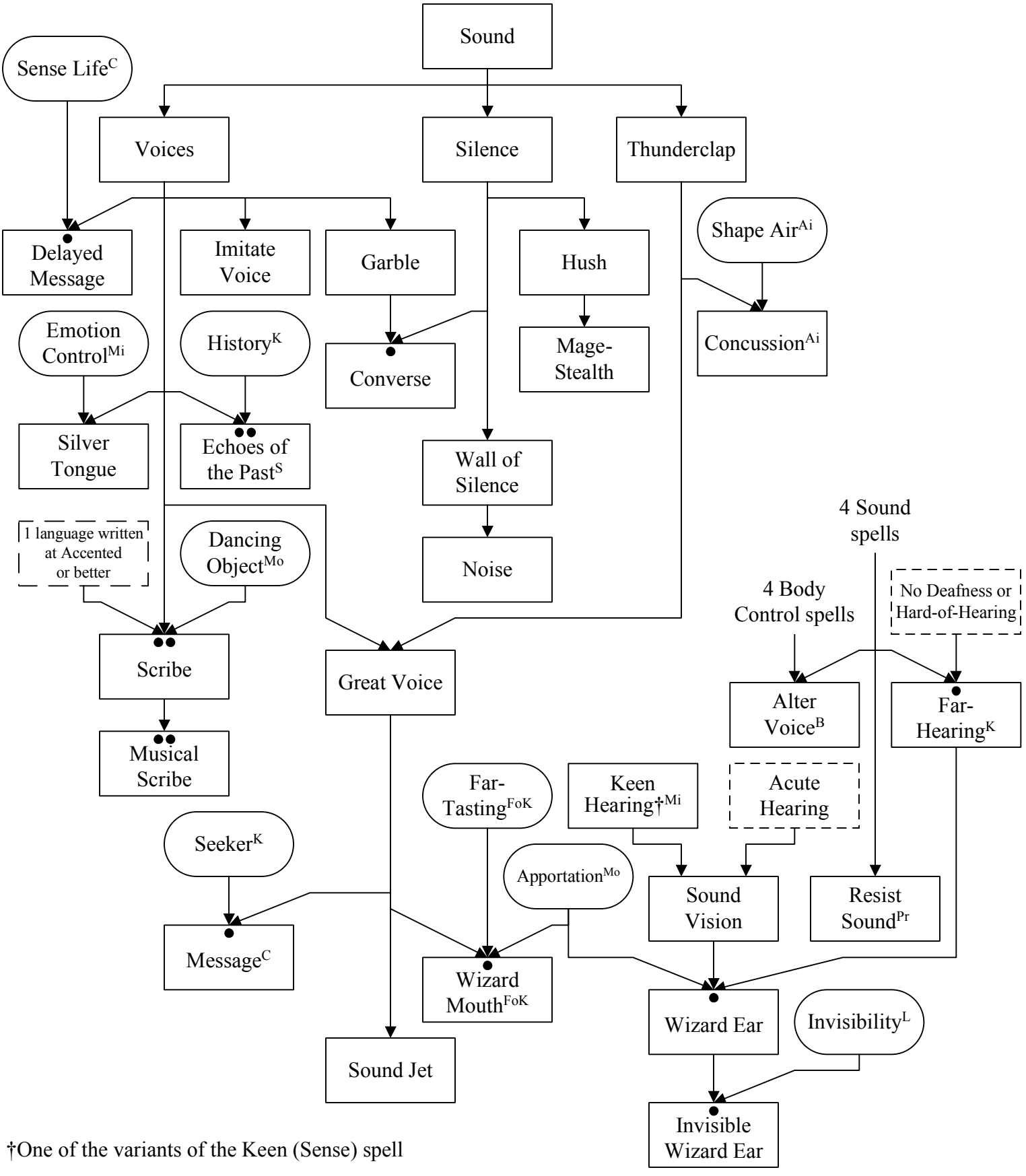
Sound College



†One of the variants of the Keen (Sense) spell

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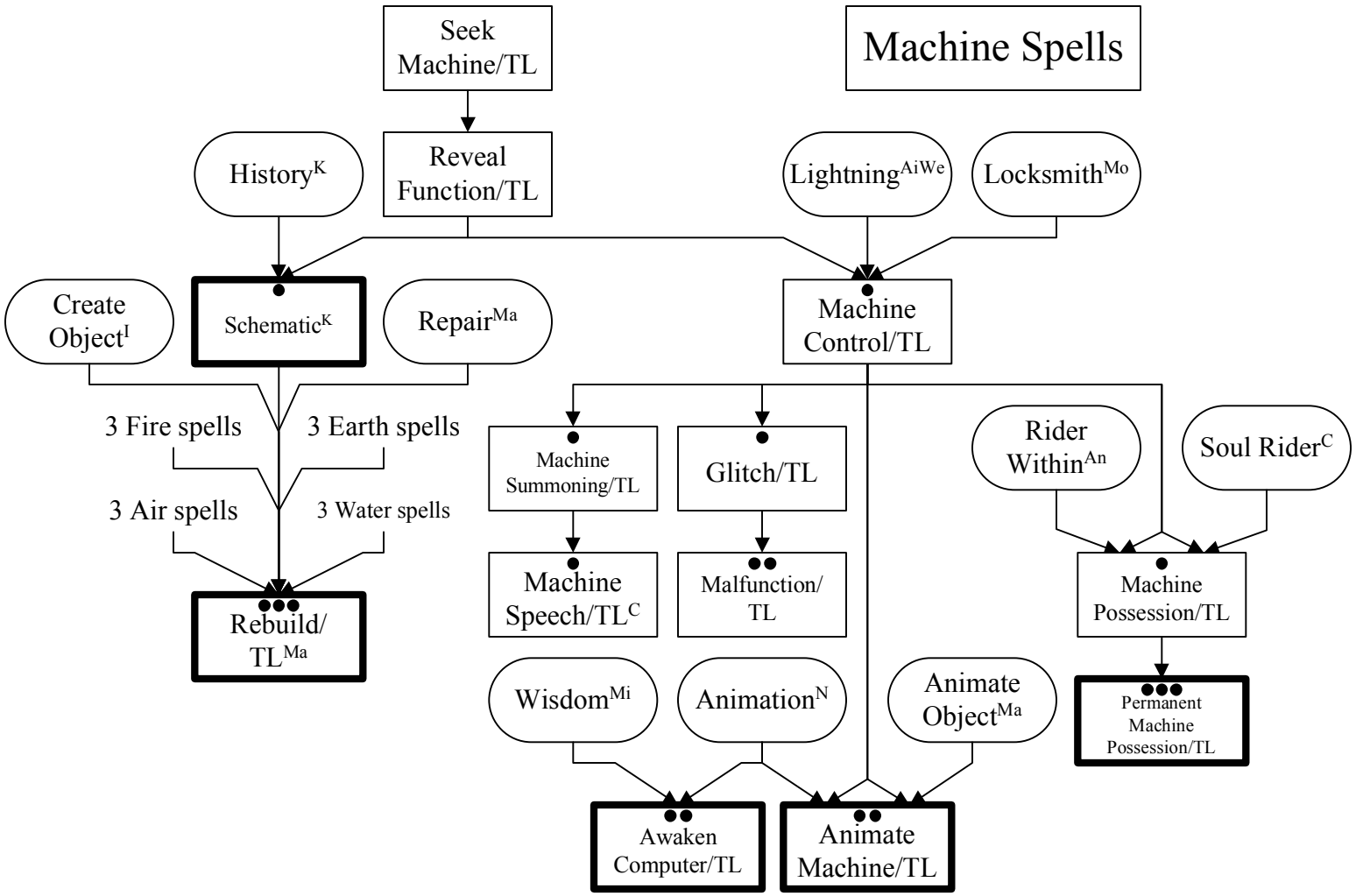
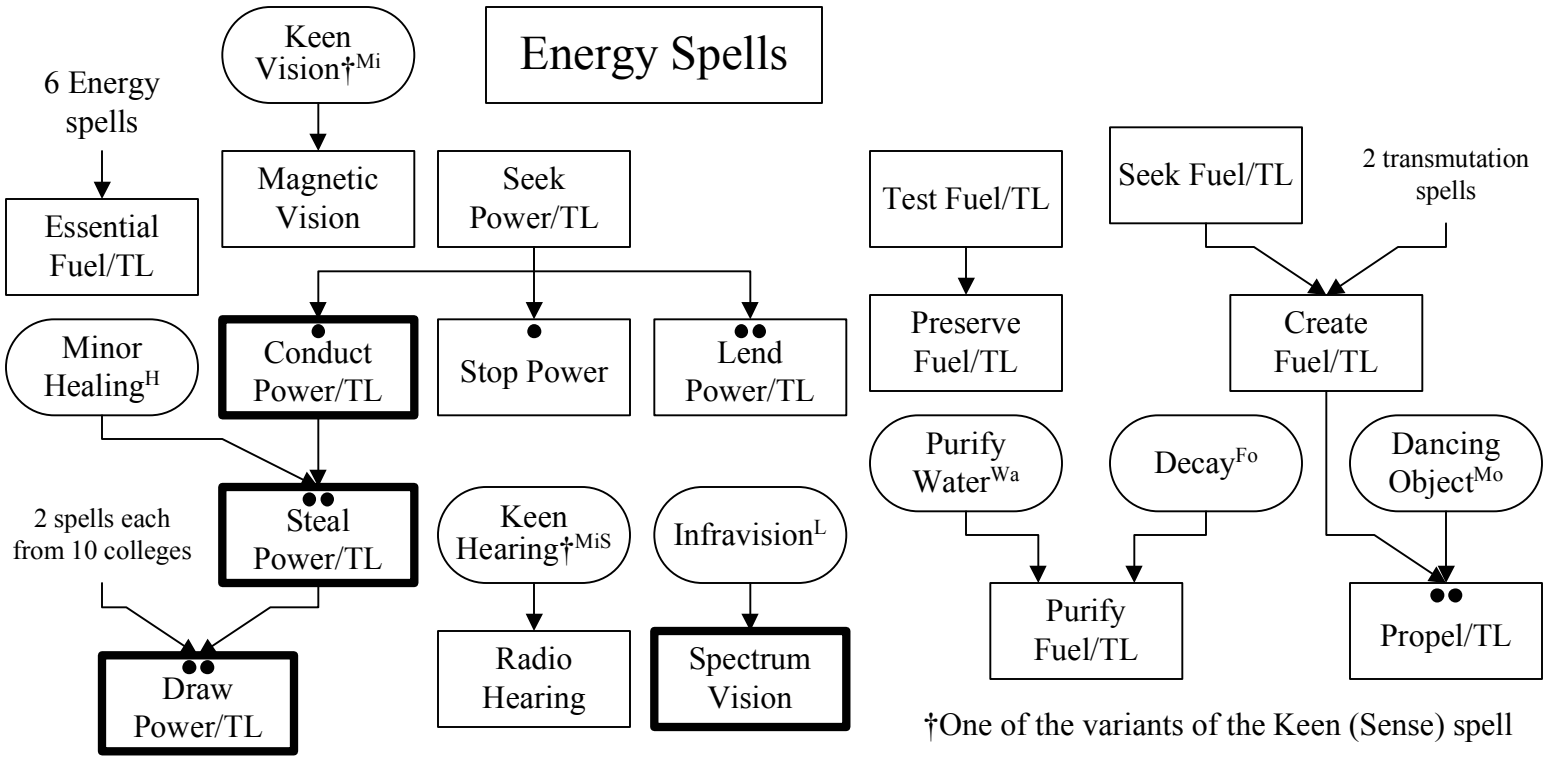
Technological College





†One of the variants of the Keen (Sense) spell

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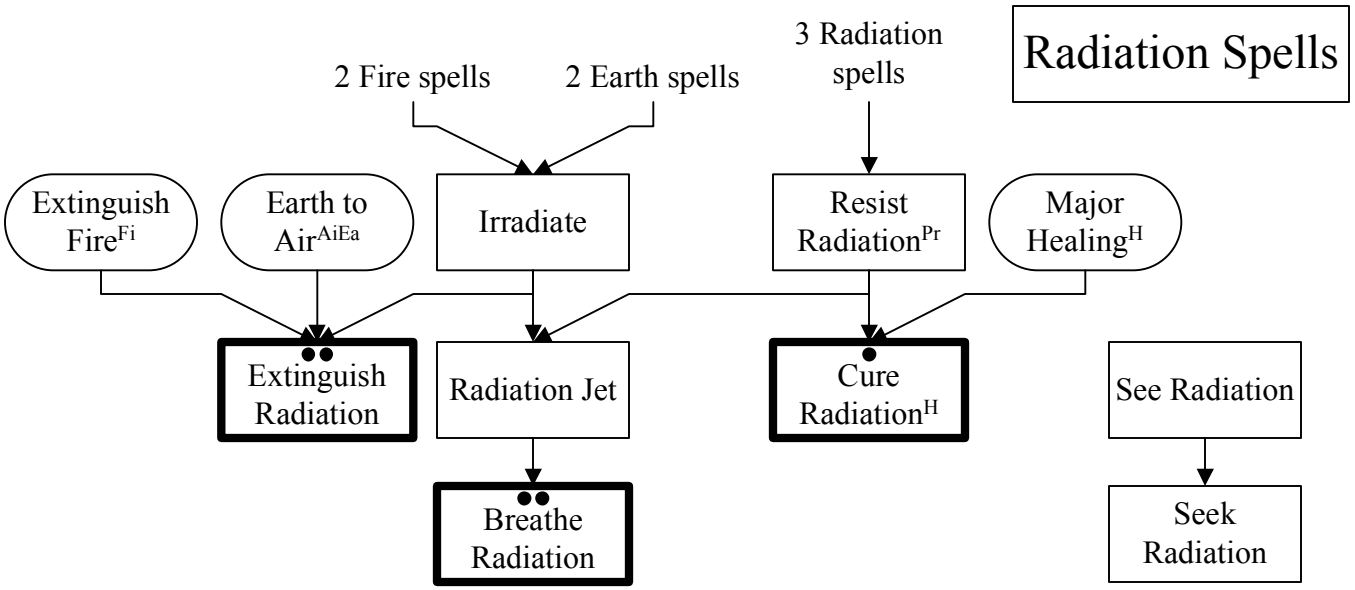
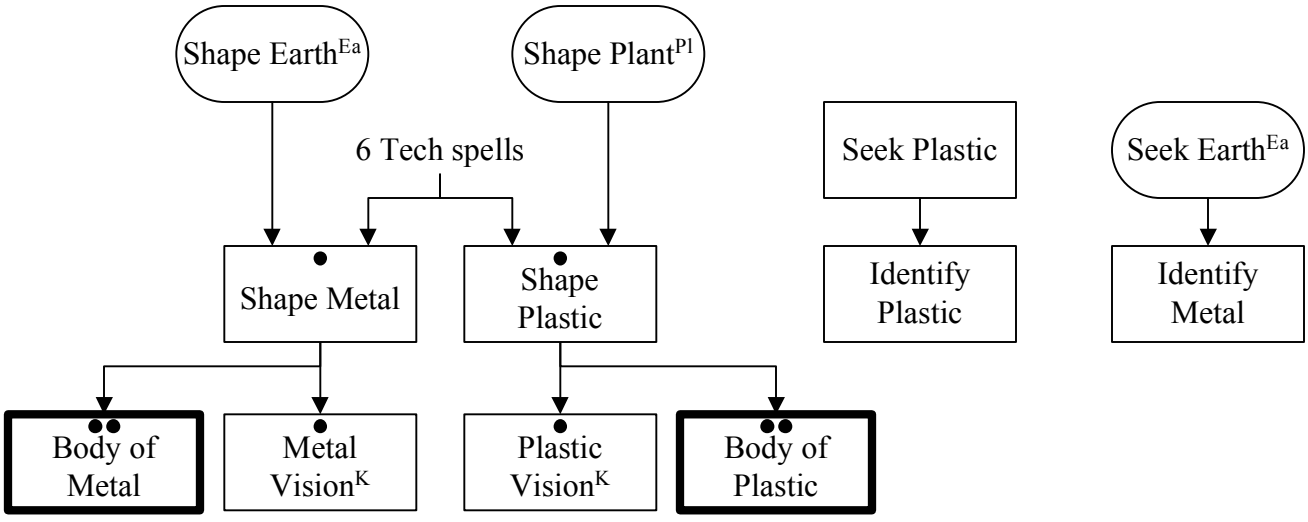
Radiation Spells



Metal & Plastic Spells



NOTE: Many Tech spells are technological skills (p. B168) and must be learned at a particular TL.

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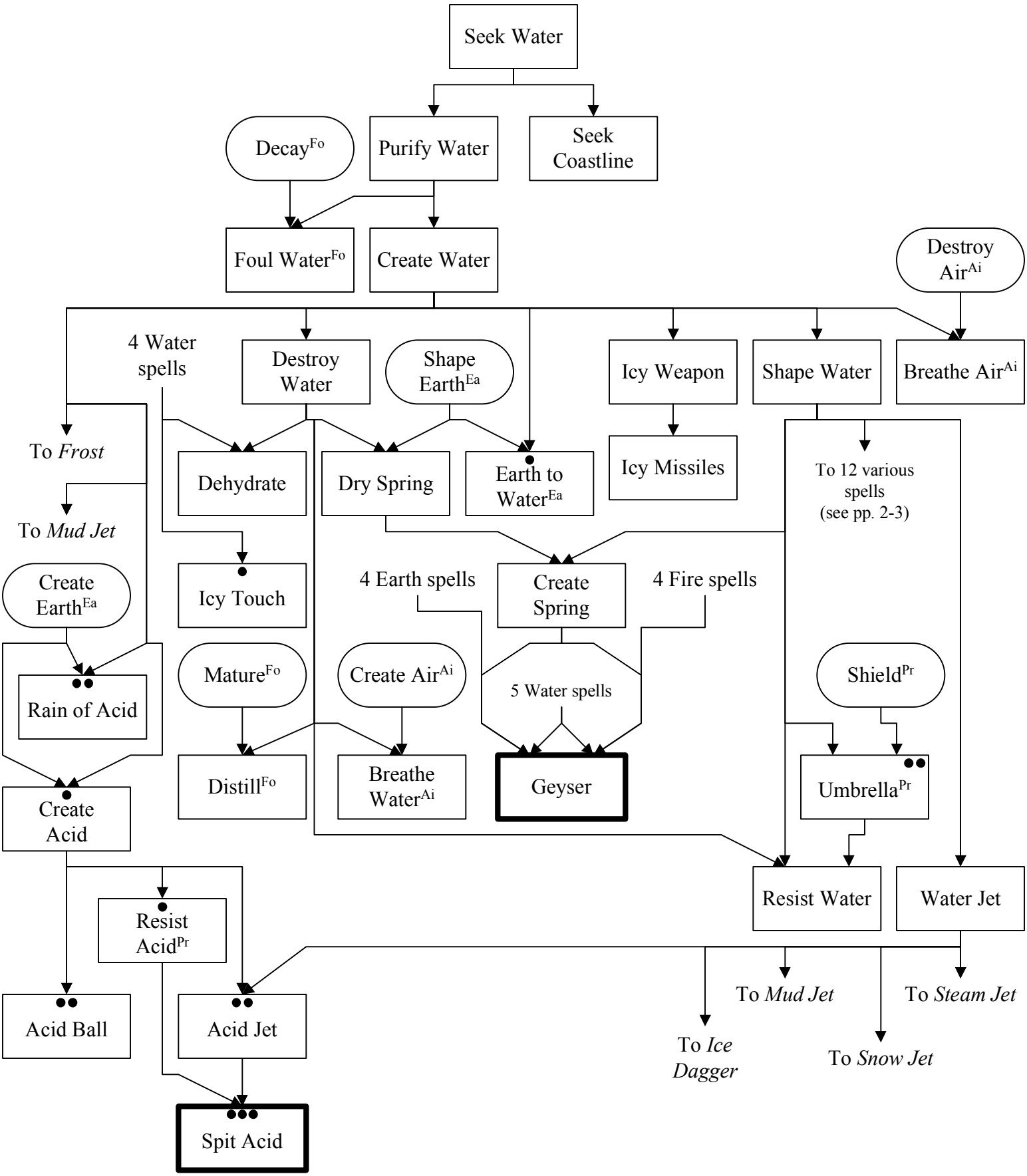
Water College



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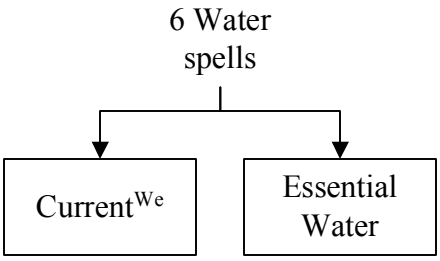
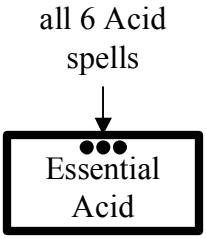
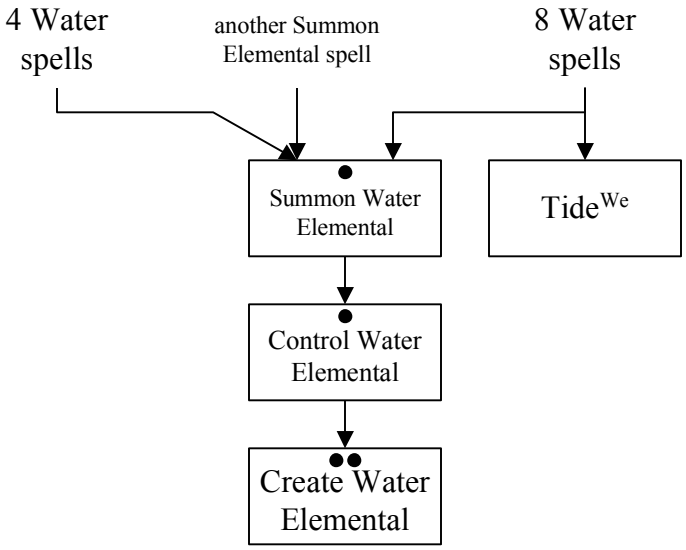
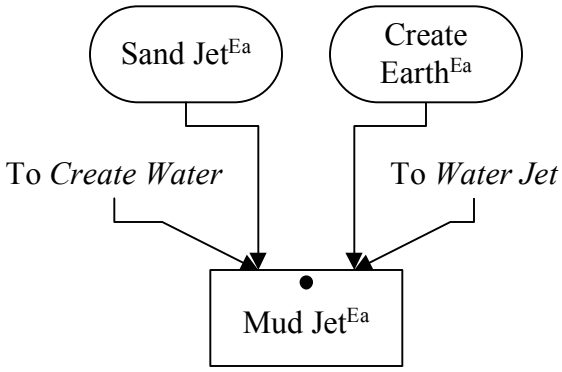
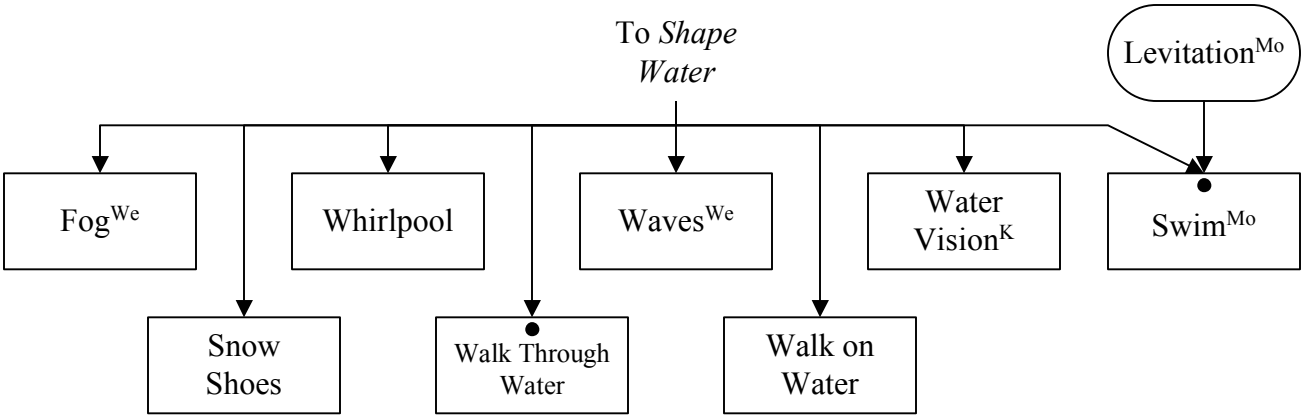
Water College











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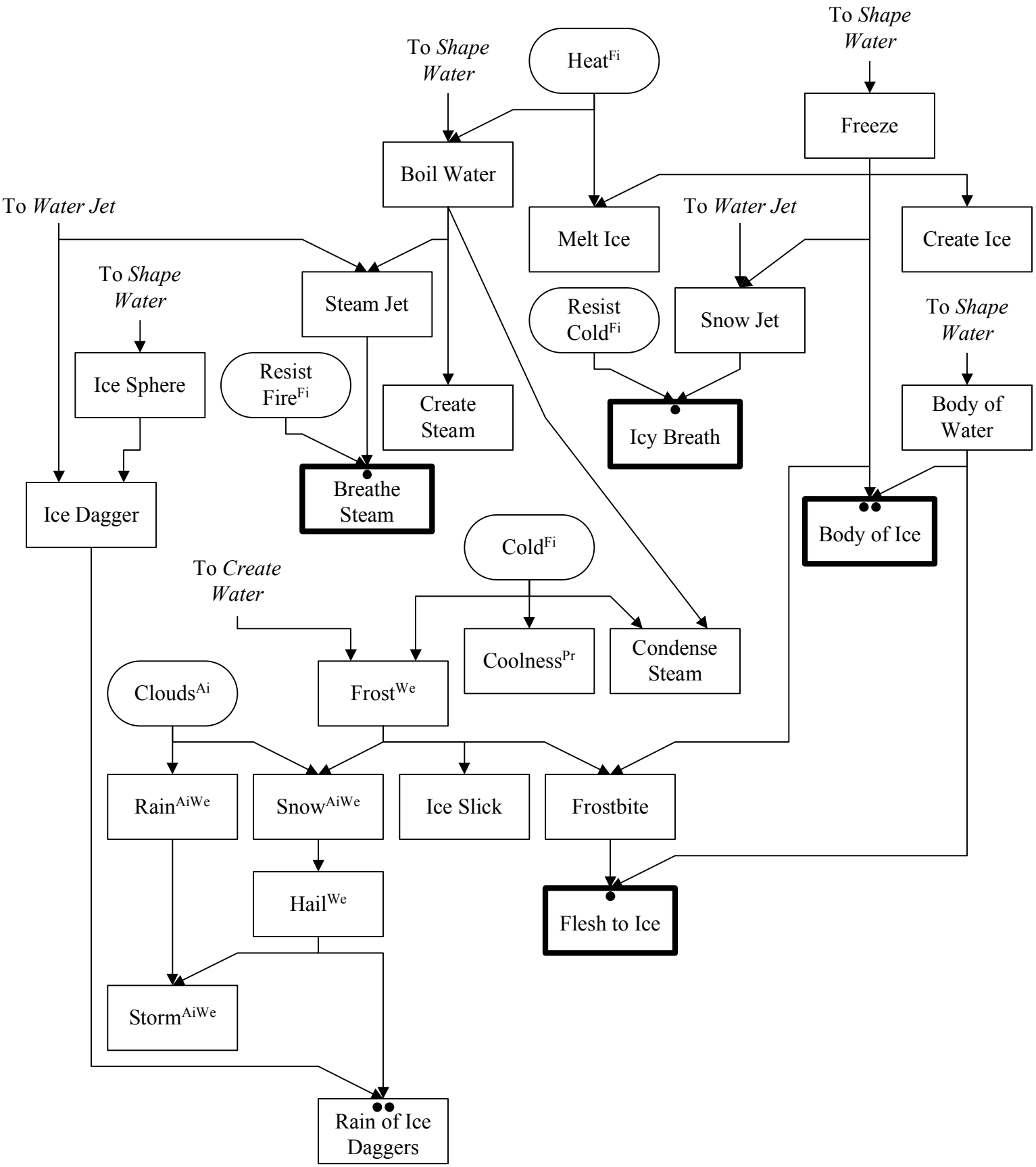
Water College



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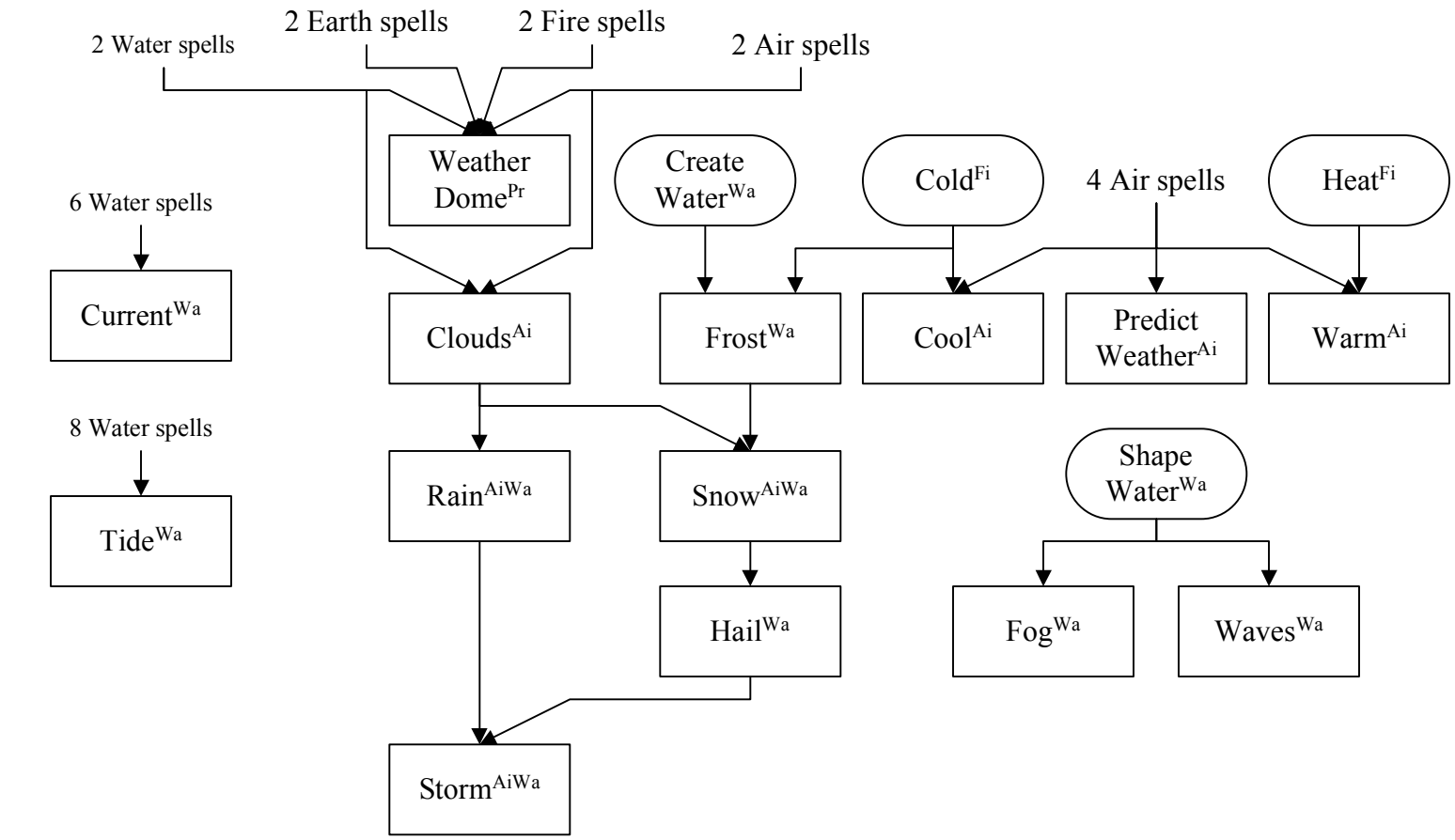
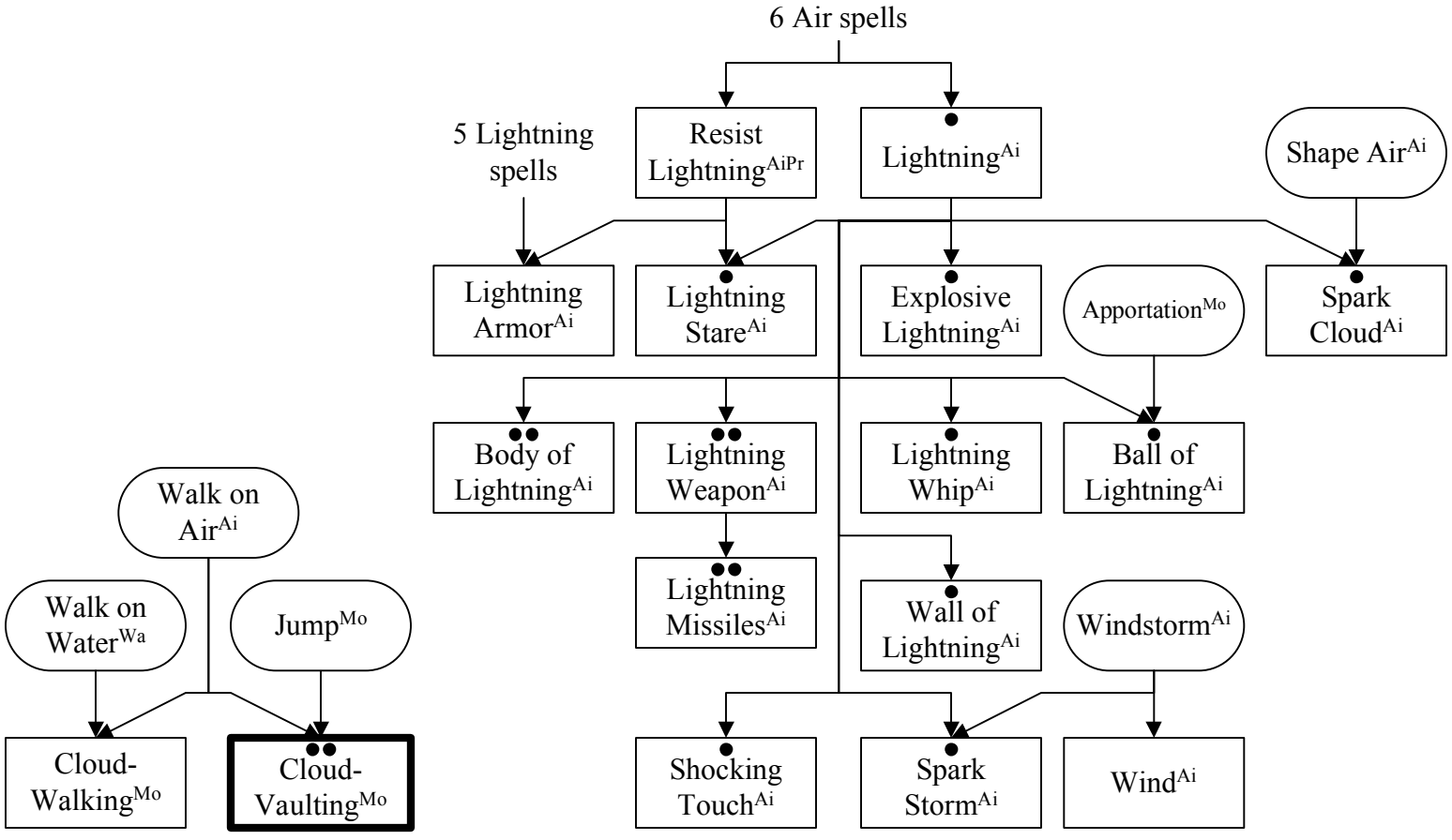
Weather College





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